

ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

The world of
fantasy role
playing
explored...

...includes
reviews of the
four hottest new
RPG releases

Free!!!
Disk Labels

REVIEWED THIS MONTH: SAINT DRAGON • MEAN STREETS • TURRICAN
LOOM • TIME MACHINE • THE IMMORTAL • BADLANDS • DRAGONFLIGHT



SCHWARZ

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AS DOUG QUAD YOU HAVE BEEN
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OF ANOTHER LIFE ON MARS. YOU
ARE DRAWN TO RECALL INCORPORATED,
A UNIQUE TRAVEL SERVICE SPECIALIZING
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OF THOSE WHO DESIRE TO TURN THEIR
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ARRAY OF WEAPONRY ALL
EXECUTED GRAPHICS
COMPLIMENTS THE

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ENERGIZER

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TAL ALL

EXPERIENCE THE HORROR
AS YOUR DREAMS TURN INTO
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SUDDENLY YOU'RE EVERY MOVE IS
MONITORED BY WOULD-BE ASSASINS,
YOU DISCOVER THE SURREAL TRUTH -

YOU'RE NOT YOU -
YOU'RE ME

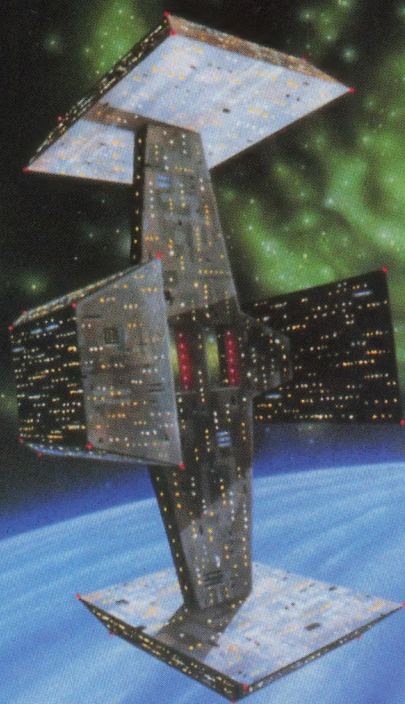
MARS TO DISCOVER
YOUR MISSION IS NOW
STOP ACTION, STRANGE
VEHICLES AND A STARTLING
CAPTURED IN SUPERBLY
ANDA GAME PLAY THAT
SUCCESS OF THE
OP M MOVIE



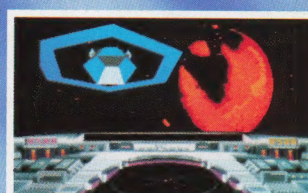
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ST ACTION

THE WORLD'S ONLY DEDICATED
ST GAMES MAGAZINE

With over 70 dedicated editorial pages it is the single biggest source of high-quality news, reviews, interviews and playing tips for Atari ST games players. Not only is STA's coverage the most complete, it is also the most sophisticated featuring as it does, the unique Punter-Power™ reviewing system.

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SPECIALS

FANTASY ROLE PLAYING EXPLORED 29

Dungeons and Dragons, Trolls and Dwarves, Wizards and Warriors. Your H.P.s are low and your character's weary, you've never used the sacred amulet - let's hope it doesn't let you down. We check out the weird world of Fantasy Role Playing games.

ROLE PLAY IT OUT COMPO 60

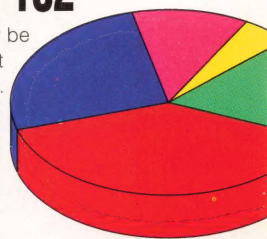
Do you know your demons from your demi-gods? Can you tell the difference between a Zorn and a Hydra? Read through our in-depth Fantasy Role Playing feature and discover the answers which may win you a video entertainments system.

READER SURVEY 111

ST Action is the World's only dedicated ST games magazine and we are all for making the magazine even better in the future. We need your views on what is hot and what is not in STA. All your suggestions will be taken into consideration for future issues.

PUNTER-POWER 102

Here at ST Action we're proud to boast the only scoring system that can really be trusted. All the ST Action scores are made by the people for the people. Just in case you missed it last month, we give you the low-down on how it all works.



REGULARS

ACTION NEWS 06

Have you received your first Christmas card yet? There aren't many shopping days left. To help you make up your Crimbo Pressie list we tell you about all that's due from the software companies during the festive season.



DISK SPECIAL 17

We've four incredible demos on this month's ST Action Coverdisk. There's shoot'em-up mayhem with Turrican and Saint Dragon and platform antics with Spellbound and Nine Lives.

GIVING THE GAME AWAY 54

We've oodles of hints and tips this month. We present the first part of our solution to Operation Stealth and we map Ocean's Nightbreed - it's all in your GTGA.

DUNGEONS AND DISK DRIVES 105

We've spent the past month decorating then re-decorating the Troll's inner chambers. Mitch decided on a nice paisley-print wallpaper but the Troll insisted that map and charts were in order; this month sees maps for the Bard's Tale.

WRITE ON! 118

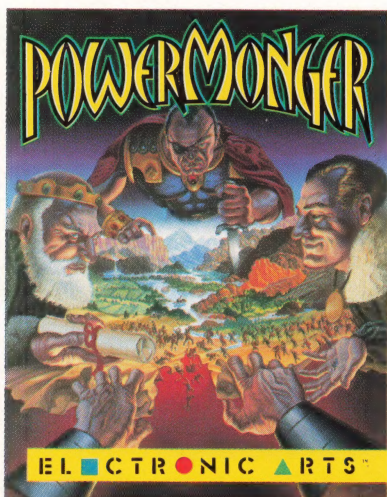
Moan, moan, moan, that's all you ever seem to do. Don't cry over spilt milk, write in and tell us all about it.

BACK PASSAGE 120

What's in next month's issue and a whole host of other titbits feature at the rear end.

YOU OVERCAME THE GODS? THESE HANDSOME SPECIMENS WILL BRING YOU DOWN TO EARTH!

In Populous, you challenged the gods. Now man is your adversary in the form of three unscrupulous and violent tribal leaders.



BULLFROG

ELECTRONIC ARTS

Amiga and Atari ST
available Oct. '90.
IBM/PC from 1991

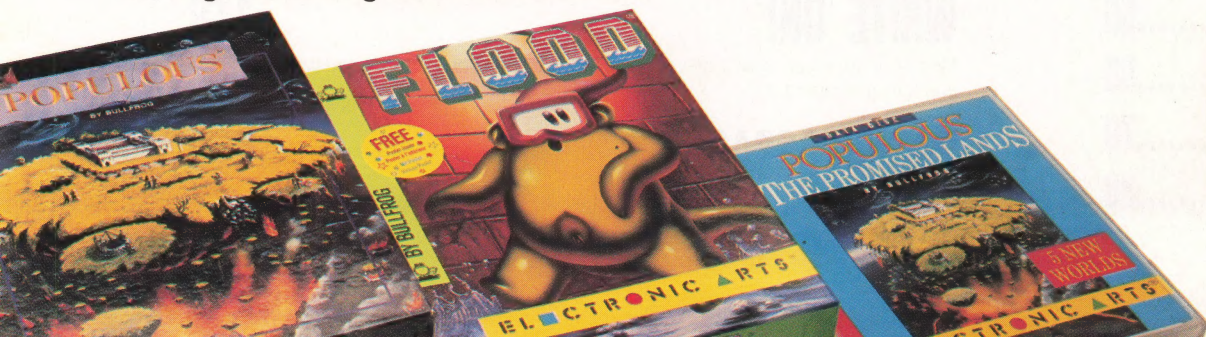
£29.99

Be as mean as them and match force with force, or be more cunning, play Mr Nice Guy and win over the local villagers.

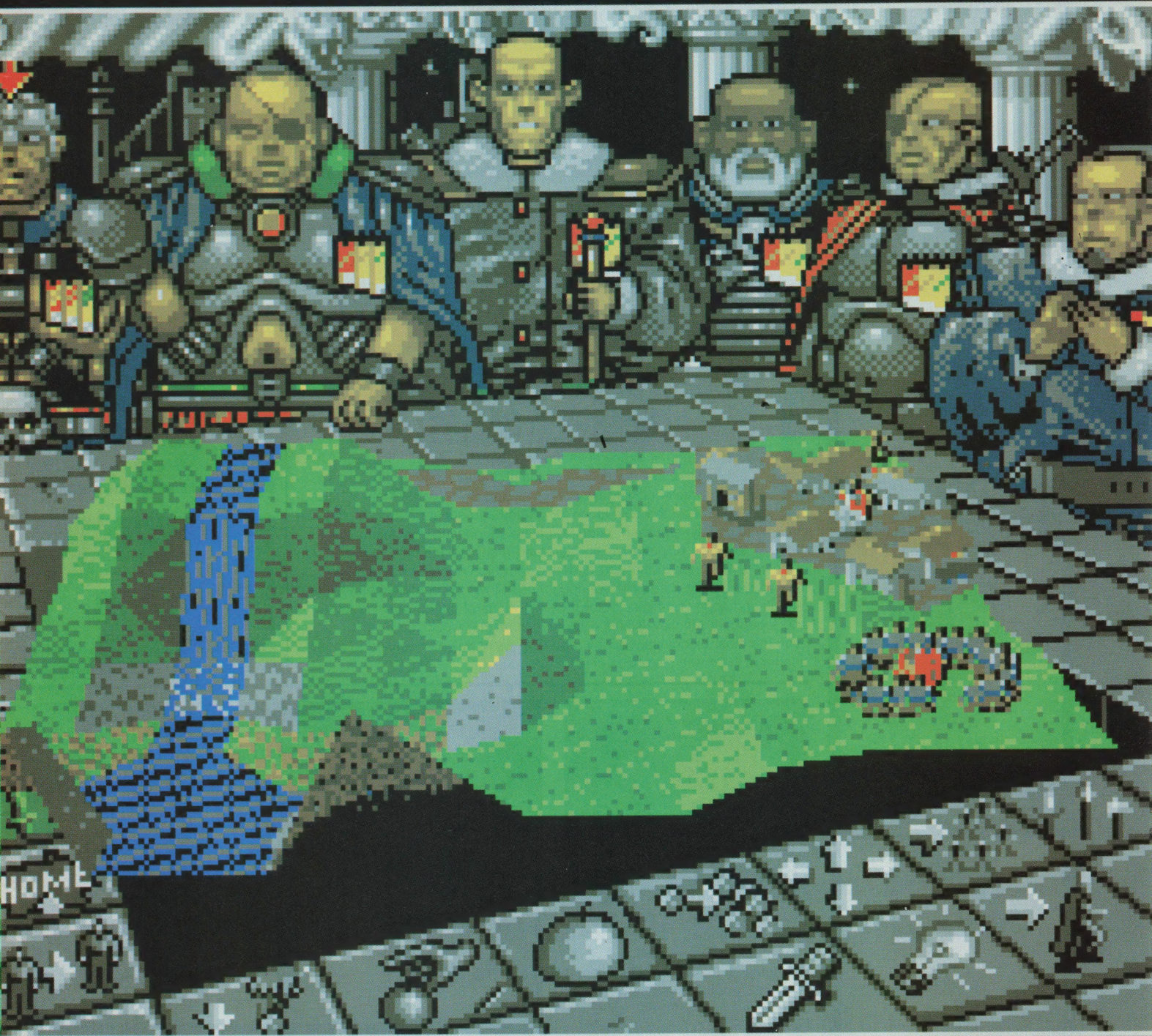
By doing so you not only swell your numbers, but also keep your larders stocked, which is essential in ensuring the loyalty of your army.

With the stunning graphics you've come to expect from Bullfrog, Powermonger is a living world of mountains, forests and rivers, sun, snows and rain, where inventiveness and strategic skill can triumph over mere brute force.

Powermonger will test you to the limit, but if you still have any energy for adventure left, these other great Bullfrog titles still lie in wait.



E I.



"Better than Populous", Peter Molyneux of Bullfrog, Creators of Populous.

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MEET THE ACTION MEN



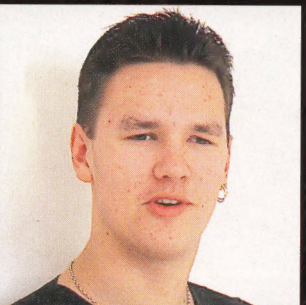
Nick Clarkson's the Editor of the outfit. At the end of the day it's all down to him.



Steve White's a really funny bloke. If ever there are any problems, Steve is guaranteed to help out.



Alan Bunker's a boy racer in disguise. Although a quiet team member he loves loud music.



Jason Dutton is the newest 'Action Man'. Dotty (that's what he likes to be called), used to work for Ocean. However, he's now decided to further his career with ST Action.

Hailing from Manchester, Dotty is a closet Amiga fan. Amongst his favourite games he includes RPG adventures and shoot'em-ups. Dotty is the reigning champion of Kick Off II. He regularly beats the Amiga Action team 8-0!

Dotty has been elected Mr. GTGA, so send all your tips to him!



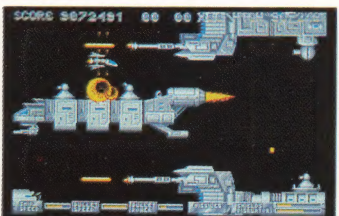
THE SECRET OF MONKEY ISLAND - LUCASFILM GAMES

Set in the golden age of piracy in the Caribbean, The Secret of Monkey Island contains a twisty plot that leads are hero, fresh from the Old World, on a hilarious, complex, swash-buckling search for the fabled secret of Monkey Island. The late 1660s were the best times for pirates and secure in their Caribbean strongholds, they amassed huge fortunes, plundering shipments of New World gold. Tales of pirate wealth attracted many adventurers, among them our hero, who lands in the port of Melee with high hopes, no money and an insatiable curiosity. If he's clever enough, he will win the confidence of Melee's pirates and soon find himself blown by the winds of fate toward the terrifying and legendary Monkey Island - an adventure that would chill the bones of even the most bloodthirsty buccaneer. The game will be released in the first quarter of 1991 with the price yet to be announced.



NECRONOM - LINEL

Necronom is the follow up to Insanity Flight and boasts many new and advanced features including over 400 screens, more than 300 different aliens, 25 end-of-level guardians, 32 different levels with 11 different backgrounds and 3000 frames of animation. Looking at the game's specifications, Necronom looks as if it could live up to all the hype. There has been no release date or price announced but we'll let you know as soon as they arrive.

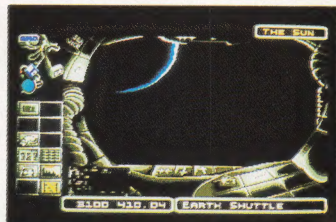


DEUTEROS - ACTIVISION

Having released the excellent Millennium 2.2, Activision decided to listen to all the criticisms of the game. Now the Reading-based company are proud to announce the imminent release of Deuterios - The Next Millennium.

Featuring an estimated sixty hours of gameplay, Deuterios sees you once again managing the human race's affairs. The game sees you rehabilitating the earth and re-establishing communications with some of your old interstellar friends. Once again, the aim of the game is to colonise distant planets and ensure the survival of your kind.

Deuterios - The Next Millennium will be available from Activision sometime before Christmas and will cost you £24.99.



TV SPORTS BASKETBALL - CINEMAWARE

Cinemaware have quite a fair bit of software lined up for the ST and TV Sports Basketball happens to be one of the releases this Winter. Featuring full court 5 on 5 basketball action, Basketball features life-like players who have different heights, looks, speed and shooting skills. The player can create and edit players to suit their own strategy and have the satisfaction of watching rookies mature within the game.

There are also several other options in TV Sports Basketball including timeouts, substitutes, variable speed instant replays which can be saved to disk and a choice of offensive and defensive strategies and authentic game momentum. The game is in the last stages of playtesting and as soon as Cinemaware are sure they've ironed out all the bugs the game will be released. We've no definite details of the price, but sources indicate £24.95.

TORNIAK

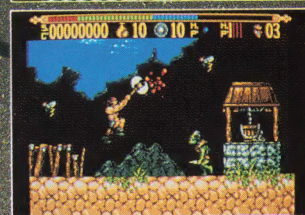
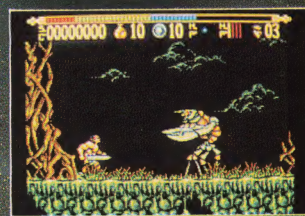
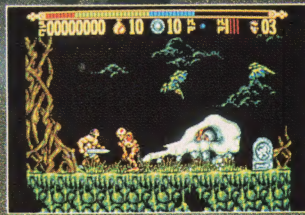
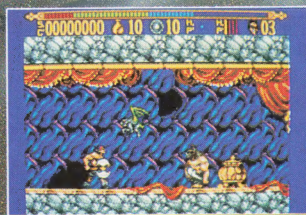
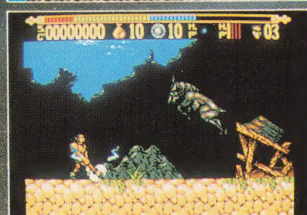
THE WARRIOR



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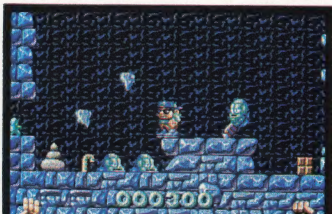
DRAGON BREED - ACTIVISION

Dragon Breed is an action-packed sideways scrolling shoot'em-up. The game features six colourful levels and sees you as the young King Kayas. Sitting astride your elaborate dragon, you must traverse the enemy territory killing all the meanies that stand in your path. Should you stop over a landmass, you'll be able to dismount your ride and carry on on foot. Dragon Breed will be available in November and will cost £24.99.

MAGIC POCKETS - RENEGADE

Magic Pockets is a multi-directional, scrolling playfield game written by the Bitmap Brothers themselves. The player controls the Bitmap Kid, a little terror if ever there was one, as he jumps around the playfield attempting to find his lost toys and destroying the magic nasties. An important part of the game is the original firing method. The kid controls the natural elements which are used to affect the world and all its nasties. As each toy is found, it can be used by the Kid in the level as a way of increasing his abilities, everything from boxing gloves to water pistols.

Magic Pockets will be released by Renegade in the Spring of 1991, no prices yet.



BATTLE CHESS II: CHINESE CHESS - ELECTRONIC ARTS

After the incredibly successful Battle Chess, Electronic Arts are due to release the sequel which concentrates on Chinese Chess. Chinese Chess is an animated strategy game that simulates ancient warfare. Using Battle Chess' successful mix of stunning graphics, realistic sound and humorous animation, Battle Chess II advances the state-of-the-art for strategy games by adding even more animation and sound than that contained in the original.

The game features new pieces, movement along a gridline instead of squares, and a river separating the two halves of the board. Some of the new pieces include cannons, counsellors and ministers. The rook turns into a gorgeous oriental dragon before toasting the hapless knight, councillors flatten pawns with enormous mallets hidden in their robes, and cannons merrily blast away at opponents cowering behind other pieces. Chinese Chess includes a strong algorithm of moves, 2D and 3D viewing modes, and numerous program features to help beginners learn the game and its dynamics. Electronic Arts have not released a date or price but we suspect that Battle Chess II: Chinese Chess will be released sometime after Christmas.

MI-29 FULCRUM - DOMARK

You have been chosen as a cadet to train on the prestigious MiG-29. Prove your prowess in a series of gruelling training missions, based on real world scenarios and culminating in full combat status. The missions cover thousands of miles of Soviet airspace where you will learn the art of low level flying, mid-air refueling, aircraft interception and high speed evasive tactics. There are plenty of missions to choose from and these include photographing American nuclear submarines, air-to-ground missile attacks, bombing raids and the destruction of a complex which is currently constructing a nuclear reactor. The MiG-29 is equipped with cannon and air-to-air and air-to-ground missiles. ECMs include jamming equipment for upgraded missiles like SAMs. Programmed by the Kremlin, the game will be available from Domark just before Christmas but no price has been released yet.



IT CAME FROM THE DESERT - CINEMAWARE

At last, you can shut up all those Amiga owning morons who brag about their machine's capabilities (not that they are anything to brag about) and keep asking you to keep coming around to their house to look at It Came From The Desert. Well now, you can ask them to come around and see your ST's capabilities as Cinemaware are about to release It Came From The Desert on the ST. The wait has been a long one but Cinemaware assure us that the wait has been worthwhile.

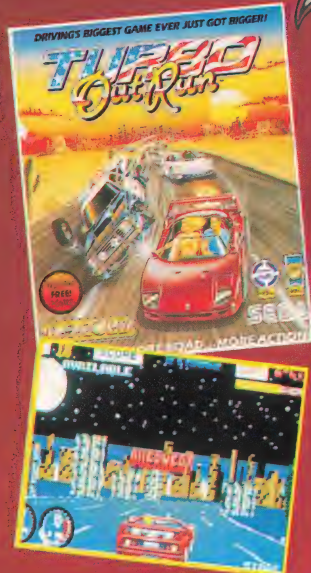
In the style of those 'Big Bug' films of the 1950s, It

Came From The Desert is an interactive movie set in the isolated community of Lizard Breath. Nothing ever happens in Lizard Breath town, but all that is about to change. Mysterious events and disappearances start to plague the town after a meteorite lands nearby. The meteorite, in fact, holds a sinister secret, giant ants that are intent on killing anything that they see and transforming the human population into ants. You must stop them before it is too late. No release date or price as yet but we will release the details as soon as possible.

Experience the thrills and spills of high speed racing from the four greatest driving games ever!

WHEELS OF FIRE

THE ULTIMATE DRIVING COMPILATION



Your Ferrari F40's hot and raring to go. Battle bumper to bumper in a thrilling 16 stage race across the States with each new terrain a different challenge.

"An outstanding conversion which shouldn't be missed" C&VG



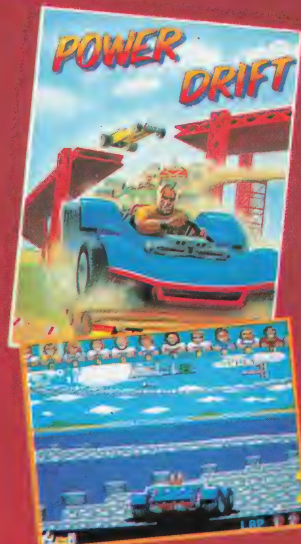
Slip behind the wheel of your turbo charged Porsche in hot pursuit of dangerous criminals. Drive by the seat of your pants to avoid the hosts of hazards on the busy streets and tracks.

"Absolutely Incredible. The best driving game ever. Superb" Sinclair User



Take your life in your hands to race both speed and stunt tracks. Jump the bridge and attempt the incredible loop the loop, all in fabulous solid 3D - it's the ultimate driving simulation.

"...contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers" C&VG



It's fast and furious and you're in pole position. Power your way round 27 stomach churning circuits. Step on the gas and let your opponents eat dust!

"Hours of racing thrills in what is surely the best Power Drift conversion the Amiga is capable of." C&VG



DOMARK

Available on: Atari ST, Amiga, Commodore 64 (cassette, disk)
Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128

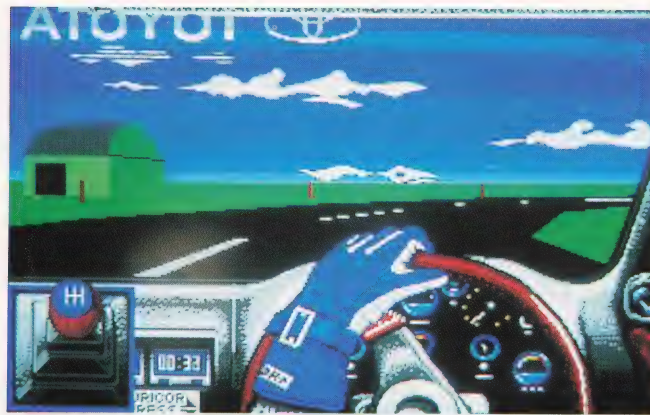
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SW15 1PR Tel: +44(0)81-780 2224 Amiga & Atari ST Screenshots

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CES SHOW STOPPERS

The Computer Entertainment Show was officially opened this October. As well as the usually legion of software publishers all vying for Christmas number ones, the show was also attended by a myriad of showbiz personalities. As you may already know, the event is run in conjunction with Childline and the likes of Ester Ranza, Betty Boo and Frank Bruno all made special appearances. If you attended you may have also noticed a rather fat Robocop, sickeningly cute Teenage Mutant Hero Turtles and one of the Mario Brothers.

This year's show certainly had its emphasis on fun and a good time was had by all.



CELICA GT4 RALLY - GREMLIN

Rallysport has fast become one of the most competitive and popular car racing sports around at the moment and many software houses have released titles based on certain rally and racetracks. Gremlin are about to release Celica GT4 Rally which gives you, the player, a chance to test your driving skills in the Toyota Celica GT4. Not content with walking the Shell Oils British Open Rally Championship for the second year running with the Toyota Team GB Celica driven by Welshman David Llewellyn, the Toyota Team Europe Celica driven by Spain's Carlos Sainz, the 'Matador' is a comfortable 48 points ahead in the current World Rally Championship and with only two races left is virtually certain to win the overall title. Effects include windscreen wipers for rain or snow and powerful headlights for the night sections. Available in November, Celica GT4 Rally's price has not yet been released.

M.U.D.S - RAINBOW ARTS

If you are a little confused as to the name of this particular software then let me put your mind at rest. M.U.D.S actually stands for Mean Ugly Dirty Sport and is based around a new sport of the future. Beyond the edge of the universe in the world of Ghould, a phenomena exists to supersede all others. The event is the M.U.D.S tournament. It's the name on everyone's lips and the one piece of entertainment in this strange world, not to be missed. You enter the M.U.D.S arena as manager player, either way your gonna' need to keep your wits about you. The teams are convicts who are playing for the one thing that matters in their lives, their freedom. The frisbees are living and are coming at you fast. The book-makers are hungry to make a big killing and the spectators are anxious for the game to begin. M.U.D.S offers 16 opposing teams, each team being composed of several outrageous creatures and four different settings. The release date is set for the end of October.



DUSTER - IMAGEWORKS / MIRRORSOFT

Duster is set in an agricultural colony world called Heaven in approximately 3800 AD. Due to its close proximity to the Sun it's native life forms have a high mutation rate. The mutants survive by destroying crops and they have developed a resistance to conventional pest control.

Private individuals are licensed to eradicate this problem at a high risk to themselves and their craft. These private bug hunters are called Dusters. As self

employed pest controllers, Dusters must, efficiently, dispose of bugs and pests but also ensure that the business is profitable. As in real life, profitability is an important consideration. Profit equals the funds to upgrade your basic duster craft, a superior craft means better contracts and more money. But, business acumen in itself is not enough, if the Duster can't eradicate the pests he doesn't get paid at all. Duster will appear in November.

IT'S WACKY
IT'S CATCHY.....

.....IT'S MORE THAN
UP TO SCRATCHY.

9 LIVES

Bob Cat has a girl in every town, but there is one who is special to his heart; Claudette Cat. Claudette has the biggest eyes you've ever seen and Bob aims to make her his Queen. Off Bob goes to sing his night song, but arrives just in time to see his beloved being whisked away in a net by two of the Mad Scientist's men. What horrendous experiments will the scientists carry out on old cutie paws? Can Bob save her in time?



Discover new wonders of animation around every corner and new levels of endurance in your joystick hand.

The platform game is back and how! 9 Lives contains some of the greatest animation ever seen in any computer game, its playability is amazing the desire to rescue the curvaceous Claudette Cat will keep you mapping for hours on end.

- Four massive levels each featuring over a hundred rooms.
- Stunning animation.

- The ultimate in platform playability.
- Original game soundtrack.
- Includes FREE colour poster.



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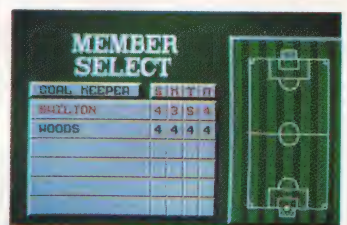
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Screen shots from Atari ST format.

RAVE
RAVE MAGAZINE
93%

WORLD CHAMPIONSHIP SOCCER - ELITE

Will we ever see the end of soccer games on our STs? Not yet, for Elite have just released details of their latest game - World Championship Soccer. Elite state that their game contains 'those small Extras which will go towards making this soccer game TRULY stand out from the rest. This is some announcement to make so let's hope that all the hype is well founded. Elite also state that the game is one of the most realistic football simulations yet and that the only comparison between it and others is that 'all need 22 players and one ball to play.' The ST version is currently being finalised but the release date and price have not been set as of yet.



MASTERBLAZER - RAINBOW ARTS

If you remember Balblazer on the 8-bit computers then you'll be pleased to hear that the game has now been upgraded for our humble STs, entitled Masterblazer. Rainbow Arts, in Germany, have worked in collaboration with Lucasfilm, the original producers, and enhanced the futuristic game to take advantage of the ST's power. Up to eight human players can now participate in a single match and the game has also been enhanced in many ways, such as the new tournament and training modes. Masterblazer boasts ultra-smooth 3D graphics and amazing sound which is randomly defined. Rainbow Arts have announced that the release date will be sometime in November and that the price will be £24.99.



GODS - RENEGADE (FEATURING MC BITMAP BROTHER)

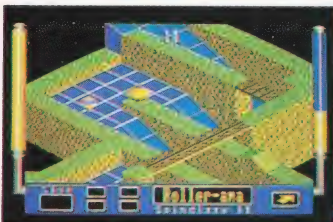
As Hercules, the player must embark on four tasks to gain his freedom from the control of Juno and Eurystheus and achieve eternal life. These desperate adventures take place within an ancient city - its temples, streets, labyrinths and underworld. Countless adversaries are sent to battle Hercules as he attempts to reach the end of each level, solving numerous tasks along the way.

Throughout each level, the player will be able to find

and buy weapons, and collect objects in a way that will keep him coming back for more, exploring and experimenting within the game environment. The game boasts a very high level of interaction and a high intelligence on the alien characters, each of which has several statistics to make it individual. Gods will be released early in 1991 with the price being announced nearer the time. Let's hope it's a classic Bitmap production.

SPINDIZZY II - ACTIVISION

Already a mega hit on the 8-bit machines, Spindizzy II has finally arrived on the ST. Controlling a manic spinning top (who, incidentally, is called Gerald), you'll have the chance to explore a weird and wonderful world. The game is based on the arcade hit Marble Madness and features numerous tricky puzzles. Activision have managed to combine the original's playability with outstanding 16-bit graphics. Spindizzy II will be available just before Christmas and will cost £24.99. Keep an eye out for next month's totally amazing review.



TEENAGE MUTANT HERO TURTLES - IMAGEWORKS

There's turtles here, there's turtles there, those bloomin' turtles are everywhere. Well, we've had the film, the cartoon series, badges, posters and probably even bog-roll, and now the computer game is to be released through ImageWorks. The evil Shredder is up to his usual tricks but this time he has gone too far. April O'Neil has been kidnapped and is being held captive. The turtles are furious and so they've taken it upon themselves to rescue her. Unfortunately, the Shredder is supported by maniac martial artists who have sworn allegiance to their leader. The enemy hordes must be defeated if a rescue is to be attempted. To overcome these inhuman hazards, utilise your reptilian brain and map out strategies that will help you locate secret sewage passages. Imageworks have set the date for release some time in November with a price yet to be decided.

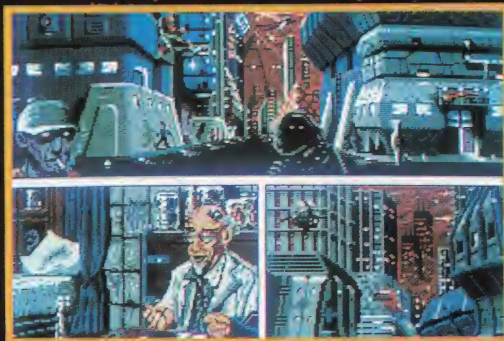
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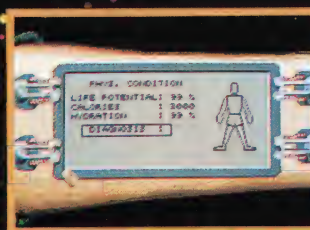


Player interaction gives you the chance not only to participate in the lives of other characters, but to be plunged into the actual city of Terrapolis.

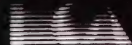


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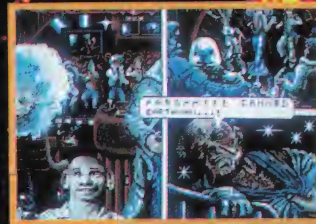
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TEAM TALK

In Team Talk we'll be checking up on what those unsung heroes of the software biz are up to. News on what projects, what development teams are doing for which software houses



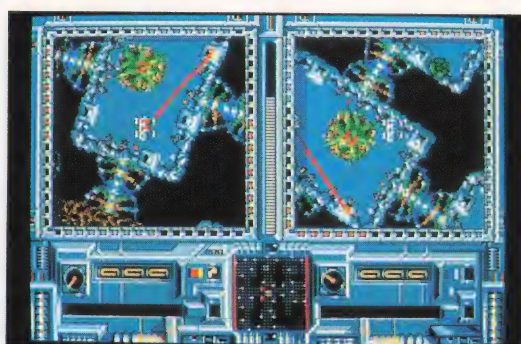
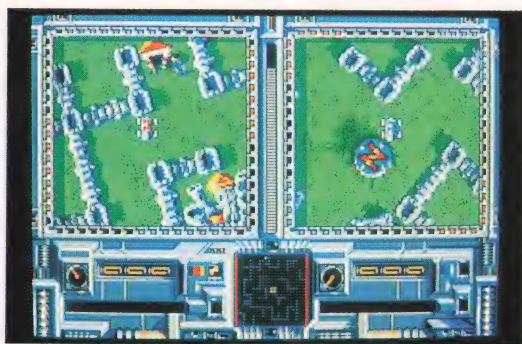
Special FX, who were responsible for such classics as *Firefly* and *Midnight Resistance*, are currently working for Ocean on *Robocop II*. The game should tie in with the film which is scheduled to be released over here on the 12th October. Special FX are programming both the Sixteen-bit versions and hope they will be completed in approximately two weeks. The team responsible for the ST version comprises of two people, Keith Robinson (programming) and Andy Rixon (graphics).



Elite, the team behind one of the best games ever - *Commando*, have had an in-house team busily working away on *World Championship Soccer* and *Tournament Golf*. The programmers behind the projects are Martin Ward who was involved with *Buggy Boy* and *Commando*, with graphics being done by Dave Percival of *Dragon's Lair* fame. The football should be available by Christmas and the golf at the end of October. After that, Elite intend to spend Christmas with a few bevies, in preparation for the seven new games that will be announced in the New Year.



Astral Software are working for Millenium on *Horror Zombies From The Crypt*. It will be in an arcade/adventure vein set in a gothic mansion and its eerie grounds. With over 600 screens, the boys are working hard to get it out for the end of November in time for the Christmas market. The programmers behind the game are Stuart Gregg, Ian Downend, and Paul Caruthers. Astral are also hoping to have *Stormball* ready for March 1991. We'll keep you posted should we hear anything more.



ROTATOR - RAINBOW ARTS

Alien aggressors have attacked man's defence system, destroying the vital pylons that connect all the generators to Central Base. Civilisation is completely cut off from its energy source and faces total destruction if urgent, extreme measures are not taken.

Your brief is to establish new energy connections between the generators and reinstate a defence system before the aliens reach the generators. An impossible task but for the equipment at your disposal - the ultimate

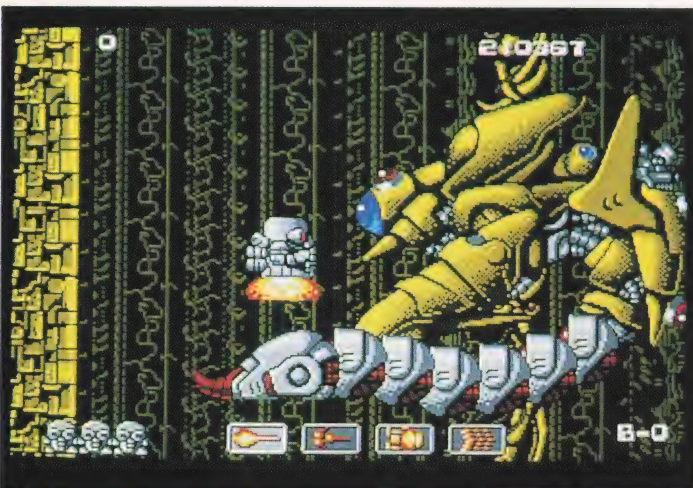
computer designed multi-vehicle Rotator. Great speed and skill is required if you are to complete your mission successfully. The game features a split-screen display with 1 or 2 player options. The zoom functions are real-time and the opponents are highly intelligent. Sound has been digitised and there are 11 soundtracks in all. Rainbow Arts have set the release date to sometime towards the end of October and you'll only have to part with £19.99.



STORMOVIK - ELECTRONIC ARTS

What with Domark releasing the Soviet MiG-29 *Fulcrum*, Electronic Arts are also releasing their own Soviet flight simulator entitled *Stormovik* which is based around the SU-25 attack fighter. The player is assigned to the Red Guard Strike Force, an elite aerial assault team that reports directly to the Supreme Soviet. *Stormovik* utilises vivid 3D polygon graphics to put the player in the cockpit of the SU-25 for a flight experience unlike any other. As the player is promoted, he gains access to better weapons while the missions grow more difficult and complex, leading to the final desperate mission to defeat the terrorist leaders and save the life of the Soviet President himself. Pitted against terrorist-controlled Soviet and American weapons and vehicles, the player fights a three-year war against terrorism where the price of failure could be World War III.

Certain individuals within the military and national security organisations stand to lose money if peace continues between the USA and USSR. Therefore, they will try and do their utmost to start hostilities. Only the Soviet High Command know that the terrorists are responsible for the border skirmishes, and they need you to mount a counterattack. Electronic Arts have just started work on the ST version of *Stormovik* and therefore no firm dates are available. Watch out for the game sometime in the new year.



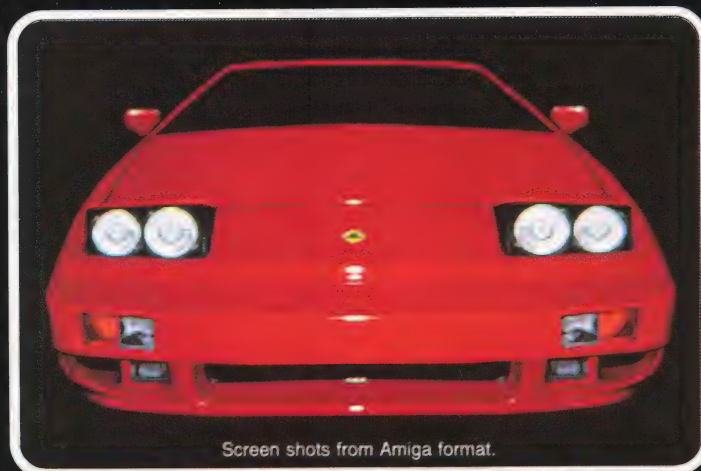
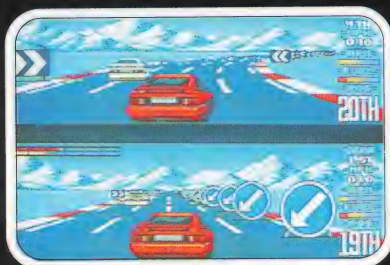
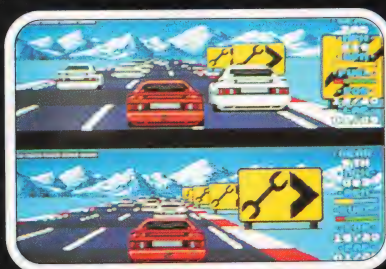
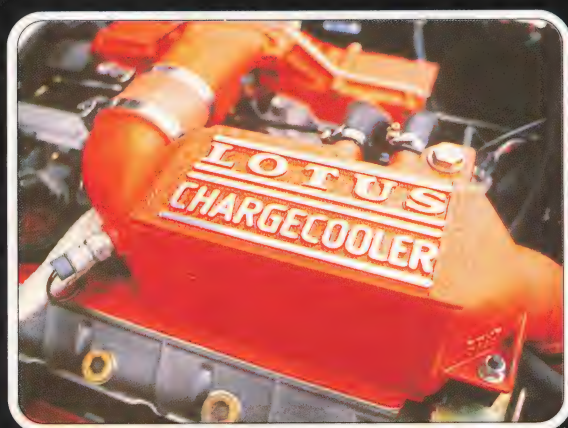
ATOMIC ROBOKID - ACTIVISION

Having recently graduated from the Universal University of Space Combat, you must attempt your first mission. As you travel deep into enemy territory, you must blast your way through twenty one levels of alien-infested mayhem. Atomic Robokid can walk and fly, and he'll need all the extra weapon systems he can get his hands on, too. At your disposal you'll have lasers, homing missiles, mortars and all manner of death-dealing weapons. Every third level will see the Atomic Robokid confronting a terrifying end of level monster and should he manage to defeat the creature he'll be able to take part in a head-to-head bonus level; survival of this will ensure mega points! We've played the game and reckon it's a really good blast, similar to *R-Type*. You can play Activision's Atomic Robokid in October and it'll cost you £24.99.





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Screen shots from Amiga format.



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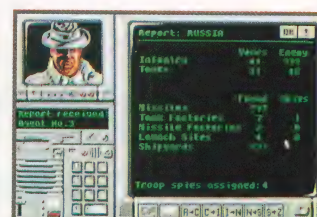
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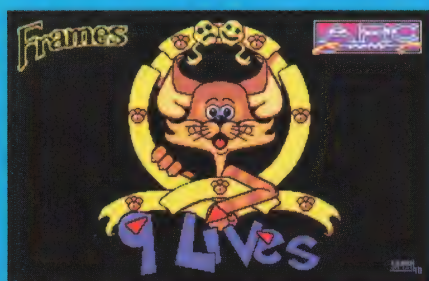


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SPELLBOUND - PSYGNOSIS



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The ST Action game feature disk stands for quality, power, excitement, energy and all that is good in computer entertainment. We strive to present you, the software purchaser, with a variety of styles of games, which are due to be released in the forthcoming months. The games are always fully-playable and the demos, which are exclusively prepared for ST Action by the teams, are specially designed to convey what the final version of the game will be like. With arcade games, such as platform or shoot'em-up, this usually means a full level, or sections taken from the game and sometimes a specially designed taster.

The feature disk is supported by a separate section within the magazine, which provides full and comprehensive instructions for the demo, an in-depth description of the full version of the game and a profile of the game's designers. The profile has proved to be a popular forum, as it uncovers how the game was designed and highlights any difficulties encountered. The programmers and artists also talk about the project, air their opinions and, like the making of a movie, we often show you sprite shots and animation sequences which give an insight into the complexities of game design.

ON THIS MONTH'S DISK

On this month's ST Action feature disk, we showcase the work of four very different design teams and highlight the variety of methods they use to produce the games. From Atari's exciting software label, ARC, comes the hilarious cartoon game, Nine Lives. Designed and produced by game veteran Graham 'Kenny' Everett, Nine Lives sports some incredible cartoon style graphics and animation, drawn by graphics supremo, Simon Butler. Set in a platform environment, it's a winning combination of brilliant cartoon characterization, crazy antics and absorbing gameplay - truly the finest cartoon-style game ever produced.

Meanwhile, those beastly monster experts, Psygnosis, have gone all cute and cuddly for their forthcoming release, Spellbound, designed by whizz kid, Wayne Smithson, of Blood Money and Anarchy fame. This is one of the finest excursions into cutesville, with spellcasting, wizardry and magic playing an integral art. But although Spellbound might look cute 'n' cuddly, beneath this sweet facade hides a game which is tough and competitive.

Hot out of the arcade, courtesy of Accolade/Sales Curve, comes Saint Dragon. This all-powerful shoot'em-up has translated incredibly well onto the ST losing none of the venom which has made the arcade original such a scorching success. Read how coin-op conversion expert, Jon Croudy, took the dragon by the tail, and then enjoy

an exclusive one level blast of the game on the feature disk.

We travel to Germany to check on that innovative design label Rainbow Arts. They're working on Turrican, a game with such concussive impact that it'll leave you dribbling pathetically and muttering "Gutten himmel!" Find out what leading game designers in Europe get up to and then prepare yourself for an unforgettable arcade experience.

BACK UP YOUR COVERDISK...

Firstly, unless told otherwise, make sure the disk's write-protect tab is in the open position (You should be able to hold up the disk and see through the hole) - this will stop you from accidentally damaging the disk. It really does make sense to back-up your disk before using it.

SINGLE-SIDED OWNERS...

Format a blank disk and label it. Insert the original coverdisk into the drive and select all the icons except the folder labelled SIDE2. Drag the icons onto the DISK B icon and follow the on-screen prompts, inserting your newly formatted disk when the computer asks for disk B. When the copy process has finished you will have backed up side one of the coverdisk.

FOR DOUBLE SIDED OWNERS...

Double-sided disk drive owners will be able to open up the SIDE2 folder and copy these files onto their back-up disk. Unfortunately, single-sided owners will not be able to access side 2. Keep your original coverdisk in a safe place and use your backup at all times.

Side 2 of this month's coverdisk features UBI Soft's Ran Xerox. In order to play it, copy all the files contained in the SIDE2 folder onto a blank disk and keep the write-protect tab closed. Double click on the file RANXDEMO.PRG in order to load and run the program.

COVERDISK FAULTY?

We can't guarantee that all of our coverdisks are 100% fault free. However, the odds of you actually having a faulty disk are pretty slim. If you think your disk has genuine problem then please return it to:

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SIDE
2



With Spellbound, Psygnosis show that they can embrace arcade cutesy-pie style games as readily as wonderfully grotesque graphics. This is cute with a capital 'C' - but don't let that lead you into a false sense of security, Spellbound is wicked gameplay pitched at the wisest player. Designed by WJS design, here's your chance to play a one level sample of Spellbound and read about Psygnosis' side step to cutesville.



HOW TO PLAY THE DEMO...

To play this demo of Spellbound, boot up your ST Action demo disk and select the file labelled SPELLDEM.PRG (it's in the SIDE2 folder). Now move the joystick up and down to select the one or two player option and left or right to confirm the choice. In the final version of the game, there's a level entry code which can get you to the level that you ended on last. But of course, that doesn't feature in the demo. You control the apprentice wizard and, if two people are playing, each controls an identical twin (characters currently not named). With joystick control, you can jump onto lifts and then the joystick switches to controlling the lift up and down.

Spellbo

PSYGNOSIS / W.

As its title suggests, Spellbound is the tale of wizardry and magic, where you and a fellow apprentice wizard, can spell-cast to your heart's content. But this isn't some aimless and inane platform romp, there's a real objective in Spellbound. The master wizard has been abducted by evil-doers and taken to the bowels of hell. Your task is to go forth, jump, leap and duck your way through a series of hazardous, nay horrendous platform environments. The game has a one player or simultaneous, two-player option. But whichever option is chosen, the mission takes you through eight different lands ending up in the depths of hell.

SPELLBINDING DEMO

Your apprentice begins the quest and pressing the firebutton triggers whatever weaponry or spell is in your possession. Your character can jump by wrenching the joystick at an up and diagonal position and simultaneously pressing the firebutton. During the mission, you must collect keys to open the chests which invariably reveal a useful object. However, some of these casks contain red herrings, such as a jetpack which although a saviour in so many games in the past, is completely useless in Spellbound. In the early levels of the game, there is an abundance of objects, certainly more than you actually need. But in the level which features on your demo, weapons and spells are scarce and strategically placed in perilous puzzles, both cerebral and physical.

The game is fraught with dead ends and red herrings which can leave you hopelessly lost, and if you've fallen for a trap the only alternative may be to give up and start again. Like so many puzzle platform games, the trick is to discover where you made the cock ups and avoid them in future - mapping is a good way of overcoming the problem. For the hopelessly lost, there's a Suicide option, which is activated by pressing the Escape key and tapping the firebutton.

To pick up an object you simply walk over the top of it. But if you're already holding an item, you'll have to swap it to pick up the other and so it's vital that you discover what each collectable item does

In order to survive you'll need to keep a close eye on your life force. Should it reach zero you'll disappear in a puff of smoke, leaving your cap to float gently down to the ground.

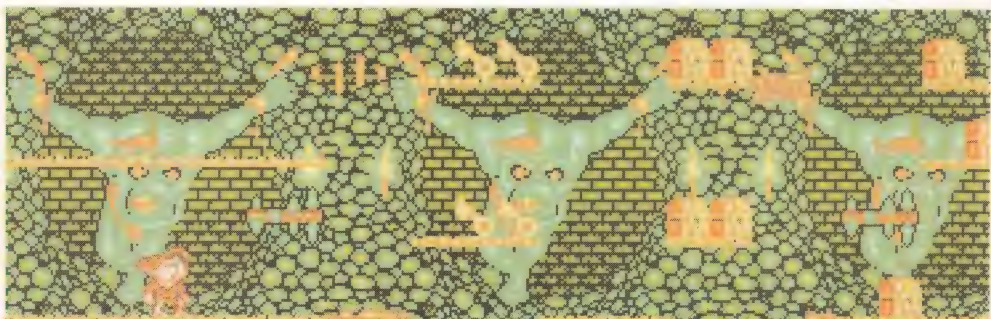
There are plenty of platforms for our little hero to jump across.

Keys are used to open the many chests scattered around the level. Remember, you can only carry one at a time so plan your route carefully.



and how to use it to its best advantage. An example is bombs, which can be used to destroy stone pillars which obstruct your progress. Planting and detonating the device with the Alternate key or Caps-lock for player two, you must take care to position the bomb right next to the pillar and run for it, as there's only a three second fuse. Finally, to select extra spells, player one uses keys 1 to 6 and player two taps f1 to f6.

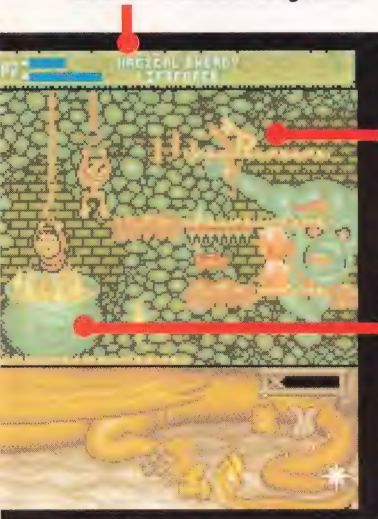
In the release version of the game, the quest begins in the swamps, known as the Forbidden Marsh lands. These stinking swamps make this a particularly perilous introduction to the mission. Though not heavily guarded, there are enough nat-



und

US DESIGN

Spellbound can be played simultaneously by two apprentices. Your companion's stats are displayed here. Remember to share all the goodies.



Collect the keys and watch out for the deadly traps.

The scenery found in Spellbound offers you clues to the fate of your unfortunate friends.

Chests contain loads of useful goodies all of which can be used in your mission. However, be sure not to use them up too quickly or you may find yourself on a sticky wicket.

ural hazards to keep you on your toes and there are plenty of surprises designed to keep you perched precariously on the edge of your seat. The designers are particularly pleased with the evil fish in this level which eat apprentices for breakfast, literally.

MAGICAL SPELL CASTERS

The graphics bitmap sprites are the best that Smithson has achieved to date. You begin with a load of stones which can be thrown continuously. But this is damned hard work and so during the mission, there are potions and magic scrolls which increase the potency of your magic. The spells are

certainly unusual including so-called Fire-walls and Water-walls which effectively keep the enemy at bay. Also, there's levitation to get to those higher recesses in the platform environment and Starbursts which, like their name suggests, shoot stars in all directions. In addition, there's a standard bullet and a mortar which arcs the boulders up high. One amusing feature happens when your apprentice wizard attempts to cast a spell without earning that ability - the spell backfires with hilarious results.

In the subterranean Slime Pits of Doom, there are plentiful potions to replenish your energy. Here, somewhere in the depths of the pit is a beehive which, if disturbed, causes the bees to swarm against you. Next there's the Castle of Confusion. This dark and labyrinthian world is fraught with danger. Rocks fall from the ceiling and a safe path is practically impossible to find. Ever onwards, the Dingy Dungeons of Destruction dares you to make a wrong turn where you will surely perish. By coincidence, the Land of the Goblin King is also fraught with false trails and those mischevious goblins really make life hell.

As you travel deeper into the mission, the trilogy grows stranger still. You'll enter the Island of Lost Souls, so named because of the beguiling one way systems which drive you mad and leave you bewildered - hmm, sounds a bit like Oxford! In this weird land one wrong decision and you will never return - it is Oxford! Next, you step into the Domain of the Ghostly Goings On. Your way will be somewhat fragmented, but care and concentration might see you through. The message is, if it floats shoot it. Finally, you reach the gateway to hell and here, real nifty footwork is required. A hint is to ponder on how to access the inaccessible.

SHEER WIZARDRY

When 'they' reckon an effect or technique can't be done on a computer game Wayne Smithson has set out to prove them all wrong. From the man who first brought you full-screen horizontal-scrolling on the ST in Skyrider, came a fistful of smashing games. Wayne talked about Spellbound: "Really I suppose it's the follow up to Baal, in the fact that they're both platform style game." Is Spellbound state-of-the-art platform: "I don't like to put labels to things. The most important thing to me is that the game is enjoyable to play - playability is everything. To insure this, we employed some of the tried and trusted formulas from past platform games and updated them. First, we worked on basic ideas for the game and then we decided to keep it horizontal-scrolling in order to preserve memory for better graphics and parallax scrolling."

Smithson's achieved Parallax scrolling without using any extra processing time: "I use pre-shifted backgrounds. with pre-shifts, you shift them into a blank area of memory, with sprites repeated in a pattern on the background. So you've got a still pattern in the background with the top layer sprited and pre-shifted over the top - it's just an illusion but it works. The project's some two years old but now it's ready to battle it out with the influx of excellent platform games currently on the market."



THE DEVELOPMENT SYSTEM:

Like many programmers, Wayne uses a PC set up from which he ports the code onto the ST. The two systems work side by side, allowing Wayne to create one program that, with a few minor amendments, will work on all 16-bit formats, thus cutting development time down to a minimum. Baal, Blood Money and Anarchy were programmed in this way.



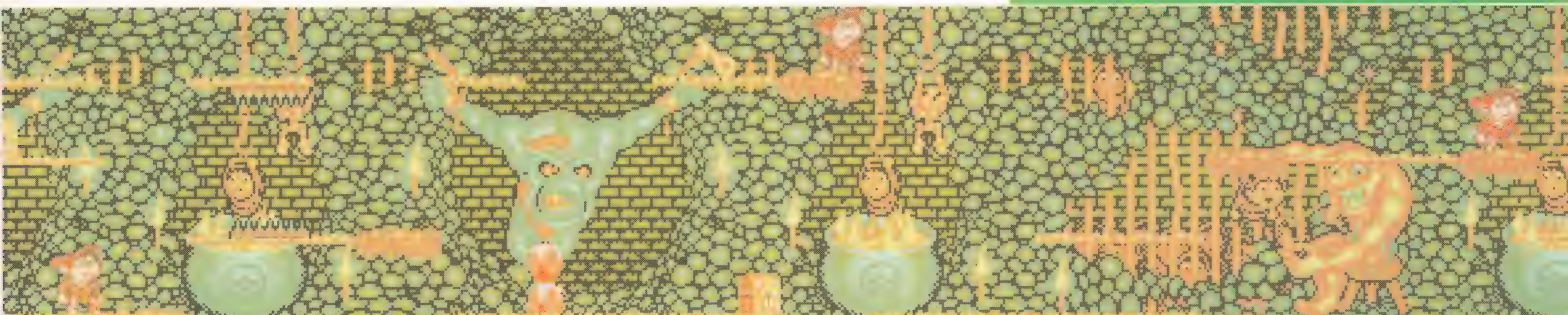
WAYNE SMITHSON:

Nobody says, "can't", to Wayne. Mr. Smithson has a string of hit games to his credit and revels in performing programming miracles.



KEVIN OXLAND:

Working in close collaboration with Wayne, Kevin is the guy responsible for the graphics. As you can see he's a laid back guy who's constantly falling foul of snack attacks.



**SIDE
2**



Saint Dragon is one of the most powerful shoot'em-ups to hit the arcades. This awesome beast was tethered and tamed, momentarily, while coin-op conversion wizard, Jon Croudy, learned its ways and its moods. Then, when all was safe, the tethers were cut and the beast was unleashed within the confines of the ST.



HOW TO PLAY THE DEMO...

Before using this demo, ensure you have a blank disk to save the demo onto. Boot up your ST Action front cover-disk and double click on the folder marked Side2. Locate the file marked DRAGON.TOS. Double-click on the icon and follow the on-screen instructions. When installation process is finished you'll have a Saint Dragon demo disk. Insert this in your machine and boot up.

You've got a choice between Joystick controls and, if you're feeling extra dextrous, the keyboard, with cursor keys to control the Dragonship and Shift, Alternate or Control keys to shoot (if you've got the choice, plump for the joystick).

Saint Dragon

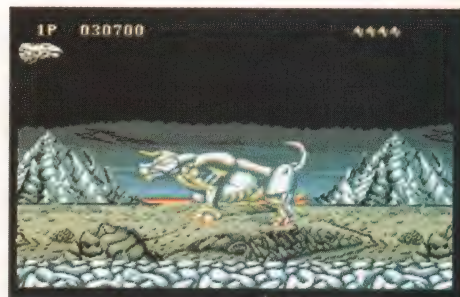
STORM / JON CROUD

Saint Dragon is predicted to "pale arcade smash Silkworm, into insignificance." Saint Dragon is an all-powerful arcade shoot'em-up, binding the traditional sentiments of 'if it shoots, blast it', with the subtle intricacies of modern day coin-op alien annihilators - yes there are some! The story so far. An all-evil, all-powerful race of Cyborgs have usurped control over the entire galaxy (no mean feat), and there really seems to be no way of stopping this formidable force. On top of that, these slimeballs have captured a dragon whose spirit and strength stands for everything good and true in the galaxy. In response, all governments and federations have had no choice but to surrender, save one maverick, a rebel space cowboy, who's gonna take on the entire Cyborg force more for the crack of it than scoring any moral victory.

You are that rebel, and your objective is to battle through an exhausting, seemingly endless cyborg force which stands steadfastly between you and the hallowed and, probably by now, harrowed dragon. It's gonna be tough but it's gonna be fun too, and so with those time honoured words from the arcade, 'GET READY... GO GIVE EM 'EL.'

DRAGON POWER

The joystick controls the head of the Dragonship and the body and tail follow behind like a rattle snake moving across the sand. The tail's not just there for cosmetics, it can actually be used as a shield. This truly life-saving effect is achieved by wrenching the joystick in a circular movement

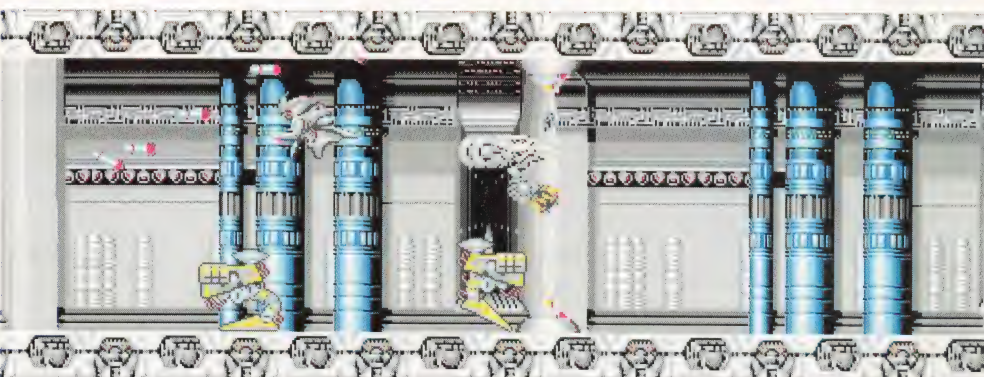
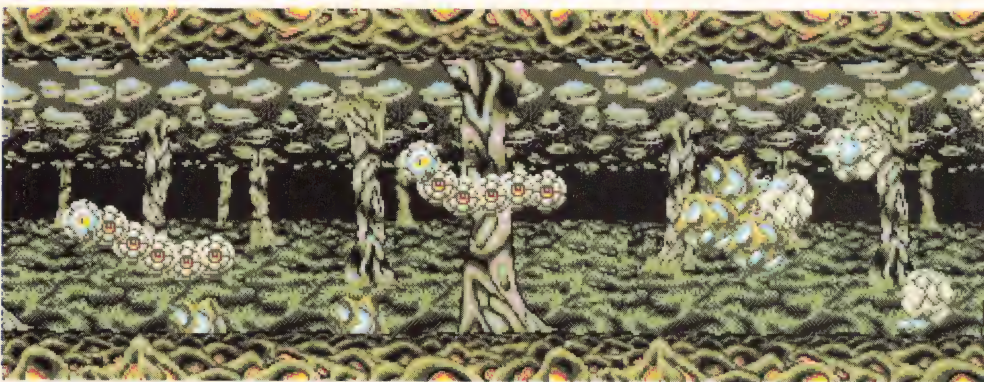


The end of level guardian is this bully. Blast him at a distance and watch out for his head!

which jerks the head of the Dragonship abruptly, the tail follows through and wraps around the vulnerable head. The tail fields most of the missiles and absorbs many of the collisions without registering any damage. But certain hefty calibre missiles go straight through the tail, smiting the head with formidable power.

WEAPONRY CHECK

Like most shoot'em-ups, weaponry plays an important part in Saint Dragon and there's plenty of opportunities to swap firearms and beef up your arsenal. You begin with the basics, a single-shot fireball with a simultaneous green bolt. Tokens is the aim of this game and as you blast various Cyborg attack and defence systems, they turn into weaponry symbols which should be collected. Each token has a letter stamped on it, such as 'F'



ngon

which reverts to fireballs and steps up the power and 'B' which switches to bouncing balls that bounce all over the place. Then there's 'L' tokens which emits little rings - pretty but deadly. Meanwhile, 'T' tokens are serious stuff, as a turret emerges from the Dragonship and fires in whichever position the head is in. Also, a 'Hyper' token gives maximum firepower of whatever weaponry you're carrying and makes the Dragonship momentarily invulnerable, 'N' powers up the secondary green laser weapon and, finally, 'P' is just another token power up.

Each of the five levels takes you through different environments which harbour an array of deadly adversaries, each one more intelligent and deadly than the last. Entering the subterranean forest and caves, lava glows ominously as unmanned gun turrets fire lasers and jet-packed Cyborgs buzz around to great effect all with one intention, your downfall. The greatest danger here, however, is the formations of rocks which suddenly explode out of the ground. Segmented beasts with one eye, snake across the screen. Then cannon fodder a plenty enter the screen to tire you out for the end-of-level surprise. This time, it's an all-powerful fighting saucer which takes center stage and, after a furious exchange of fire, explodes into thousands of tiny stars, each capable of wiping out your Dragonship in one go.

DRAGON MASTER

One man tamed the awesome arcade, Saint Drag-

on. Tethered and tied, the beast was released into sixteen-bit without losing any of its fire and spirit. That hero is Jon Croudy:

"Because of the set up of the game, we couldn't port over graphics or read the ROM chips - we realised from the start that we would have to recreate the entire thing from scratch. Once we got the arcade machine in the office, I played the game solidly until I had completed it. Then I built in a freeze mode, played it all the way through again and made extensive notes. Next, for reference, we filmed a video of the game from start to finish and by this time I knew the game pretty well."

Over the following months graphic artist, Ned Langman sketched each of the dozens of aliens, describing how they moved, fired and behaved under different conditions. Jon continues:

"Meanwhile, I busied myself with a system

(Above) Here he is, Jon Croudy, the driving force behind the ST conversion of Saint Dragon. Behind him you can see the arcade machine Jon used to create the game. Unlike some conversions, Saint Dragon was completed without the use of the coin-op's graphics. Jon and the team had to painstakingly reproduce all the details by hand. You may also notice the rather strange fellows sitting on the cabinet - these are Jon's pet mice. The programming team have a strange fetish for cheese and blame their addiction on the pink furballs.



which would make implementing the alien routines easier. Also we used the processing system which I had originally devised for Ninja Warriors. The system loads the next section of the game as you play, without any deterioration of speed and no pause between action. This gives greater capacity for more sprites, more sound and features."

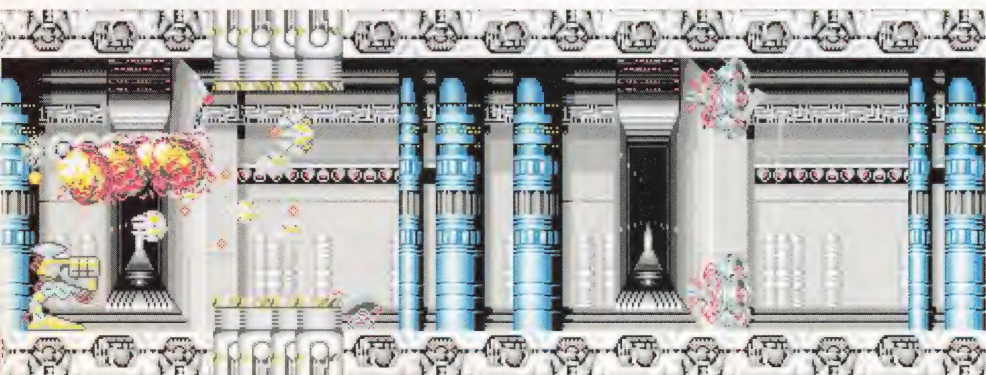
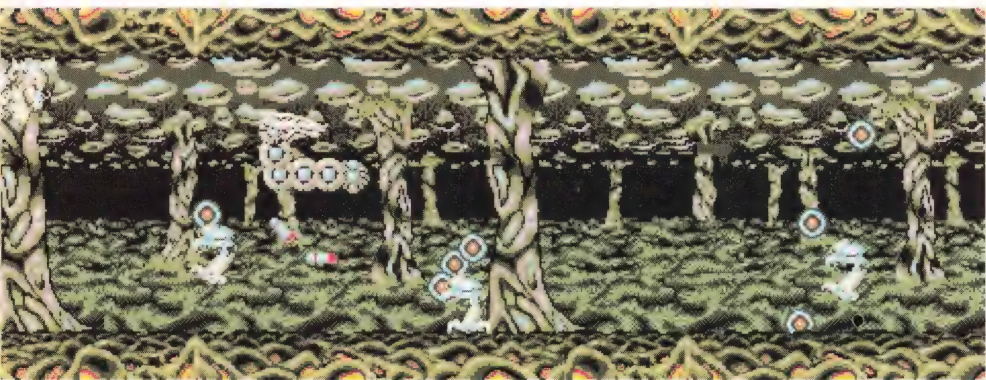
"From the arcade machine supplied by Jaleco, most of the sprites could quite easily be converted by artist Ned Langman. But the backgrounds were presented in a very confusing jigsaw and so Ned had to completely re-design the backdrops and foregrounds."

Obviously, it is easier to convert directly from the arcade ROM chips, but are there any advantages in re-writing the entire game?

"Certainly it's a lot more work, but I think it's more open to interpretation. Also, if you're converting the easy way, I think you're more likely to accept that a conversion is not as good as it could be. But this way it is in your power to make those necessary improvements. In some ways, the sixteen-bit Saint Dragon is more advanced than the arcade version."

Jon explains: *"The enemy patterns in the original are fixed, unchanging from game to game. But in the conversion, the patterns were written in a machine independent way, which could run attack waves with each alien an individual with its own code able to react to what you do."*

The only concession in this conversion is the slightly reduced size of the sprites - to all the world this is the explosive coin-op, soon to be available on your ST - in the mean time get some practice in on this exclusive one level demo. Remember to follow the instructions on how to make your demo - you'll need another blank disk to install it onto. Good luck and Happy hunting!



**SIDE
1**



Cartoon capers have never translated well into computer entertainment... that is, until now! *Nine Lives* is, without a shadow of a doubt, the best, the funniest, the fastest and the most enjoyable cartoon-style game ever. But you don't have to take my word for it, as a full, one level taster of *Nine Lives* features on this month's ST Action front-cover disk.



HOW TO PLAY THE DEMO...

Boot up your ST Action coverdisk and locate the icon labelled 9_LIVES.PRG. Double-click on the icon and wait for the game to load.

Control is via the joystick (in port 0). Left and right movements send Bob Cat walking in the appropriate direction. Naturally, being a cat, Bob is a pretty agile character. Pulling down on the joystick will cause Bob to crouch, ready to pounce. The longer you keep the joystick pulled down, the higher the leap. Finally, Bob has a ball of wool with which to zap his enemies. Pressing fire sends the deadly ball flying across the screen. Beware, as this only stuns your adversaries temporarily.



Nine Lives

ARC / GRAHAM 'KENNY'

Games design veteran Graham 'Kenny' Everett has poured more man hours into *Nine Lives* than any other project in his long career. So, before you enter the crazy world of Bob Cat, get the low down on laconic designer, Kenny Everett.

The cartoon world is full of favourite cat characters, but Bob Cat, star of ARC's *Nine Lives* is Tom, Sylvester and Mr Jinx all rolled into one. Set in a platform environment, the game is inspired by all the great cartoon characters, and it works a treat. In cartoons of by-gone days, the cat has always been the butt of many a gag - a stooge to Jerry, Pixie and Dixie and Tweety. But although Bob Cat is the typically large, lumbering, accident-prone and none-too bright cartoon kitty, he breaks with tradition because he's the hero. You see, Bob's cute girlfriend has been kidnapped by the ubiquitous mad scientist, and he must rescue her before she's dissected and left to languish in various bottles of

preserving fluid.

Bob must travel through three distinctly different environments in his quest to free his girlfriend. Predictably, Bob begins to dig up the dirt, so to speak, in the sewers. Here, his enemies amount to the usual critters you find down the stinky pipes such as; bats, owls, rats, various bugs, King Kong, fish and grasshoppers. Not to mention a Rambo squirrel, the occasional dancing cossack rabbit, a dog called Butch, apes, foxes and dancing beetles. There are ten other characters currently auditioning for the part of Bob enemy, including kangaroo clowns who throw custard pies and birds throwing flying fish - there's even the possibility of a soldier ant with a ray gun. As you can guess this isn't a game to be taken too seriously.

We turn to the great outdoors now as Bob makes his way through a park. In this briefly serene environment, we can look at Bob's only form of



Perched high on a decidedly dodgy looking ledge, Bob is penned in by a wise old owl and a rather vicious looking bat. There's only one thing left to do, throw your wool at them and hope for the best.

Nines

EVERETT

defence, a ball of wool. This seemingly harmless 'weapon' can actually be wielded to great effect and with a press of the firebutton, the wool unravels, bops the offending enemy and returns to Bob's paw like a yo yo. Aside from rescuing his bit of crumpet, Bob must rescue a number of caged moggies along the way, but in order to spring the feline friends, he must collect the keys to the caged up animals. Next we're in a warehouse, Bob meets the obligatory weird characters who guard the scientist's lab. The final conquest is set in the scientists lab, where Bob must rescue the girl.

Graham 'Kenny' Everett has a list of a great variety of games to his name including; Star Trek, the battle simulation Prince and Stargoose. He's lent his talents in one way or another to dozens of projects over the past decade. Graham talks about *Nine Lives*, which has turned out to be one of the longest projects he's ever been involved in:

"Cartoon style games have never really taken on in computer games, which is really surprising as it lends itself so well to animation. I think the gameplay aspect has always been lacking in these games and so we decided to try and combine comical cartoon style characters with fast moving gameplay. Platform environment suited the idea best and so we started to design characters for the story."

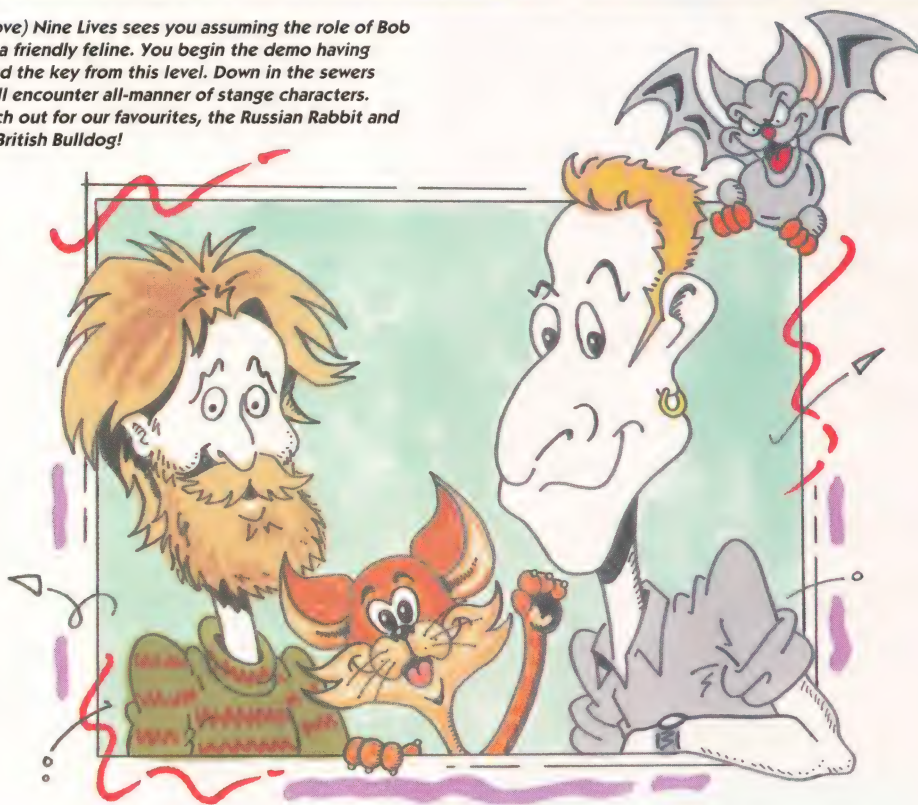
The star of the show had to be a cartoon cat and so Bob Cat was born named after ARC's boss Bob Katz. Kenny continues:

"Being a cat, we thought we'd give him nine lives, but they are quite easily expendable, and his energy is indicated by the length of a cat's tail indicator. Also, on the the right hand side of the screen is another tail which is a power indicator for jumping and springing from one platform to another. This tail extends in accordance with how long you hold the stick downwards. Oh, learning to make Bob jump accurately is an essential part of the game."

There are times when Bob has to swim for it - I thought Cat's hated water Kenny?

"He'll do anything for his cute girlfriend. While he's swimming, the tail which usually indicates the

(Above) *Nine Lives* sees you assuming the role of Bob Cat, a friendly feline. You begin the demo having found the key from this level. Down in the sewers you'll encounter all-manner of stange characters. Watch out for our favourites, the Russian Rabbit and the British Bulldog!



(Above) Graham Kenny Everett (bearded) and graphic artist Simon Lawson caricatured by Lawson. Kenny cynical view of computer entertainment has made him very choosy about the projects he undertakes. But the quality of *Nine Lives* only serves to demonstrate his impressive skills.

power of his jump, now monitors his air supply. But the enemy fish and crocodiles are enough take the wind out of anyones sails."

Bob sure is an unusual cat, not only can he swim he can fly. Kenny:

"Picking up enough wing icons can get Bob airborne and the leap tail indicator shows how long he can fly for." Bob's tail spins furiously here, were they inspired by Muttley, here?

"There's certainly a lot of inspiration from a lot of our favourite cartoons."

He can swim he can fly, are there no limits to this cat's abilities Kenny?

"We thought, why stop with swimming and flying? So we thought up some more, such as invisibility or Invisi-Bob, inspired by Tom and Jerry's antics with vanishing cream. Then came Super Bob, a token which gives immunity. Then there's a snowman icon which freezes all the baddies, conveyor belts and elevators. There's the standard platform icons such as food for energy and an extra life icon, points bonuses which turn into presents for his girlfriend. Are there any icons Bob should avoid? There are three potions left by the mad scientist - one which blows him up like a balloon, another turns him into a pin head and he goes spotty and my favourite which turns him into chequered chicken."

Comedy a plenty in *Nine Lives*, graphic artist Simon Lawson describes some of the scenes: "With cartoon style, you can get away with anything. There's a lot of comedy in the animation such as Bob scurrying frantically to get a grip on a platform. My favourite is when he hits a wall, he looks down holds up a sign saying bye, then his body goes down, his neck stretches and follows on - very Wile E Coyote! Excellent fun."



SIDE
1



There's a mighty powerful storm blowing from ol' Germany way, and it's not a spelling mistake in a weather bulletin. Rainbow Arts have a great reputation for ingenuity and originality and this is demonstrated in the truly magnificent platform shoot'em-up called *Turrican*. Check out game design the continental way and prepare for an exhausting arcade experience. *Turrican* is publicised by IDG in Britain.



HOW TO PLAY THE DEMO...

To load your incredible taster of *Turrican*, boot up your ST Action demo disk and double-click on the file which is labelled *TURRICAN.PRG*. The game's basic controls are up, down, left, right, and fire. By pressing 'M', and pulling down, *Turrican* will lay a mine with a short timing device. The space bar activates a wall of fire that shoots across the screen, destroying anything that dares to get in its way. To transform yourself into an impenetrable spinning wheel, you have to pull down and press fire. Firing a bomb is done by pressing the Alternate key, and finally, you can activate your flame thrower by simply keeping the fire button pressed.

Turrican

RAINBOW ARTS

What's *Turrican*? "Jumping unt running unt shoot shooting," exclaimed one excited member of Rainbow Arts design team in Germany. Then I spoke to the game's designer, Manfred Trenz, whose English is better than mine: "*Turrican* is platform game action, up-rated and up-dated for the 90's. We've thrown a lot of resources into this game - a lot of late nights, and we've never been more pleased with a game. When you still like the look of a game and enjoy playing it after months of intensive production, then you've done something right."

Manfred originally designed the game for the Commodore 64. It just goes to show that fundamentally, game concepts are much the same now, as they were then. Like the chap so enthused at the beginning, *Turrican* does contain a lot of running, jumping and shooting. Encompassing a colossal 1300 screens, the game is described as platform-style, but not in the traditional sense of the word: Manfred explains: "*Turrican* shows that platform games are no longer pipework structures or a series of elevators, shafts and strips of land like say, *Mario Brothers*."

There are five worlds in *Turrican*, each housing a completely different environment, and the platform structures are more a part of the landscape. The statistics are certainly impressive in this game, a dozen massive end-of-level monsters and over 150 different types of enemy. The title tune is a great sampled track, the scrolling is 25 Hertz and there's more than 40 colours with interrupt. Weaponry also plays a major role in the game with some incredible add-ons such as Mega-flash which wipes the entire screen clear, killing all enemy in visible range.

TURRICAN BELLOWS

There's an all-evil Mogul that is responsible for all the nightmares of mankind: war, disease and disas-



In the red corner, '*Turrican*' Manfred Trenz designer of this exhausting platform shoot'em-up.

ter. Your objective is to destroy this vindictive beast so that man can live in harmony in a perfect environment.

Rainbow Arts have prepared a whole level which is the first in the final version of the game. The game takes you through many different environments each with its own hazards. Mogul lives at the top of a foreboding tower, where the final confrontation will be.

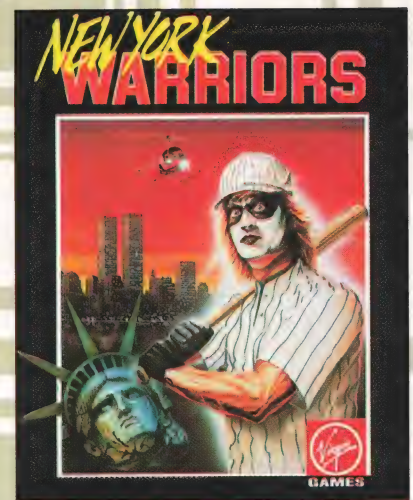
The time-honoured sentiment of, "if it moves shoot it," exists in this game. The enemy in this level are robots who lay mines. Should you stray too close to one of these mines then you will be destroyed. Others systematically fire at your outnumbered protege, while robot walkers will dance all over you. The biggest threat are the robots which are armed with bazookas. No time to change your mind friend, it's death or glory!



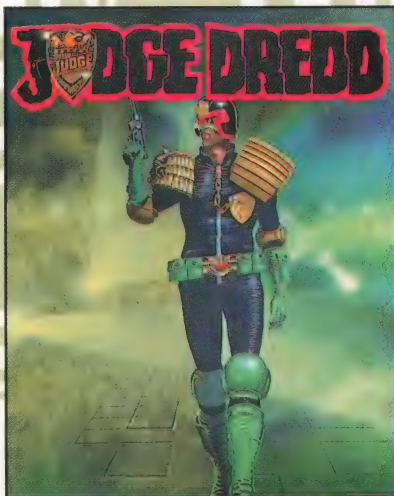
Turrican blasts into a scene! Being bombarded with boulders isn't the most pleasant thing to be subjected to, but with his trusty flame-thrower, he should be able to disintegrate them with no trouble.



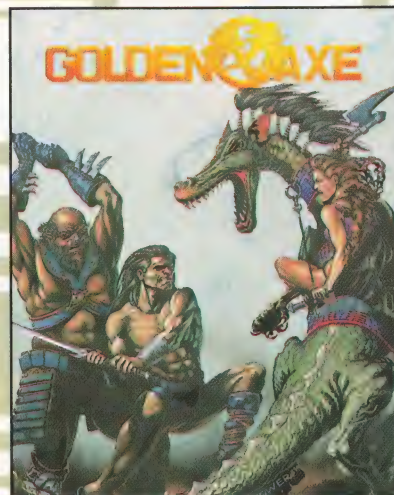
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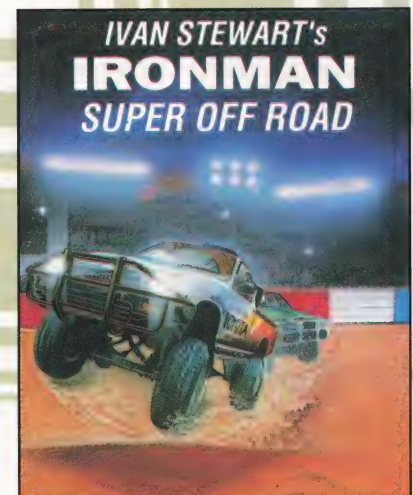
NEW YORK IN THE YEAR 2005, Terrorists are holding the city to ransom by planting a nuclear device in the World Trade Centre. Someone is needed to get rid of the Terrorists and defuse the bomb. Will it be YOU?



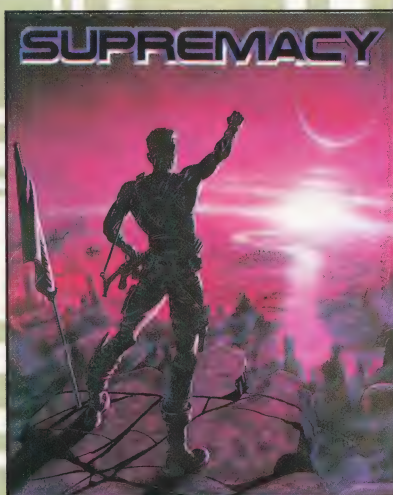
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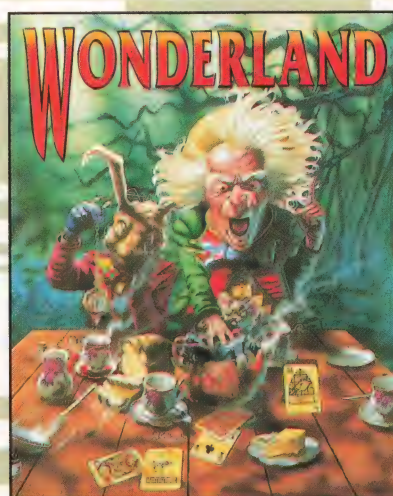
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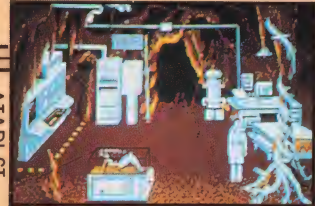
WAR IN MIDDLE EARTH

	IBM PC	AMIGA	ATARI ST	CRM 64 DISK	CRM 64 CASS	SPEC +3	SPEC CASS	AMS DISK	AMS CASS
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N.Y. WARRIORS	•	1/2 MEG	•	•	•	•	•	•	•
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SUPREMACY	•	•	•	•	•	•	•	•	•
WONDERLAND	•	•	•	•	•	•	•	•	•
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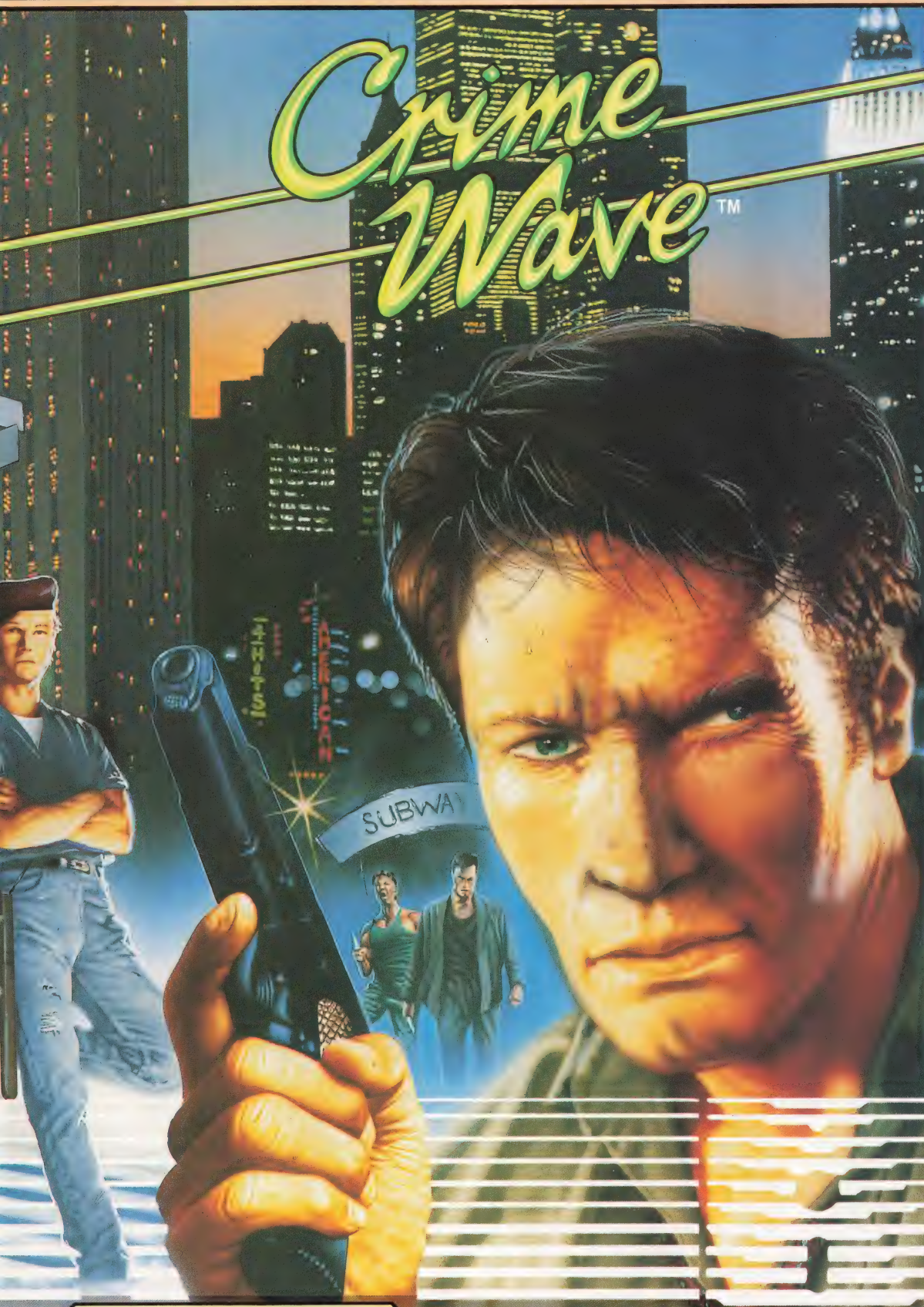
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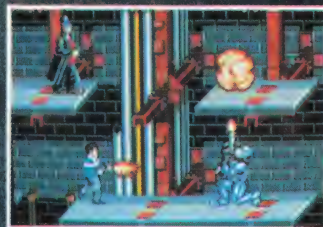
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ocean

The world of fantasy role playing explored...

Over the next eight pages, Alan Bunker and Steve White are your guides to the mysterious world of RPG's...



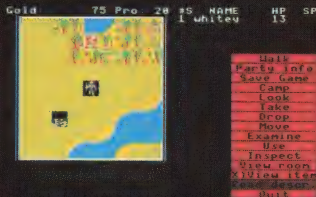
WHAT ARE ROLE-PLAYING GAMES (RPG's) ?

When you were younger, did you ever play 'cowboys and indians' or 'cops and robbers' with your friends, where each person played out the part of his or her hero or heroin? If you did, you were actually participating within a role-playing environment. Role-playing is a subject that a lot of people tend to shun as embarrassing and a little childish, but it is in fact an excellent way of learning to communicate with other people and

gives the player a great deal more confidence. There are hundreds of different role-playing games on the market today, but only a few of them are major sellers. The most popular game is TSR's Dungeons and Dragons. It was this role-playing set that really started off the craze and it has never been bettered due to its complex interaction and the wide range of material available for it. The only drawback with Dungeons and

Dragons was that it basically revolved around the hack 'n' slay system and other companies latched onto this, releasing extremely complex games that included new styles of play, different times, locations and plots that required a great deal more thought. In this months feature we take a look at the computer equivalents and see just how well they fare against the table-top role-playing games.

Oldies but goldies – 7 rpgs from the past



SSI - DEMON'S WINTER

Demon's Winter took the player into an immensely, highly detailed world that offered new discovery and adventure for days. The format of Demon's Winter comprised of the main display, which remained fairly true to the real RPG's, and the character sheet and information screen. The look was pretty basic but worked and the early SSI games were much praised.

SSI - PHANTASIE II

With each stage in the Phantasia series it was clearly evident that the game was being enhanced in every way possible. The displays were still a little basic but the overall interaction had improved. As you journeyed through the game, the computer mapped each location that you visited. The visual-combat display was also improved from the first Phantasia game although it was clear that there was still room for improvement.



SSI - HILLSFAR

Although still classed as an action game, Hillsfar contained far more interaction and better graphics than Heroes of the Lance and Dragons of Flame. The game still comprised action segments but the player was allowed far more control over his character's actions. The team set up camp just outside of Hillsfar and plan to enter the city to equip themselves with fresh supplies. Little did they know what adventures would be theirs when they walked through the city gates.

SSI - QUESTRON II

With Questron II, SSI looked for a much more stylised look and this was achieved with the game options and information box all on the screen together. The game featured some nice graphical touches with colourful map displays and neatly drawn NPC's. SSI bragged that they had superceded their first Questron game and this statement was apparent. SSI were going from strength to strength.



SSI - HEROES OF THE LANCE

The Dragonlance series of computer games take place in the world of Krynn, which was created for those gamers who requested more drag-

ons in their games. You and your companions must attempt to save Krynn from domination by Takhisis, the Queen of darkness. Heroes of the Lance is, ultimately, an action game in which the player need only concentrate on what is actually visible while the computer acts as the Dungeon Master.



SSI - DRAGONS OF FLAME

Dragons of Flame also took place in the world of Krynn, as did Heroes of the Lance, and this also followed the same format as Heroes of the Lance as it basically revolved around combat while the computer dealt with die rolls etc. The companions must enter the hidden caves of Sla-Mori, find the ancient sword Wyrmslayer,

sneak into the fortress of Pax Tharkas, rescue princess Laurana, and free the captured women and children of Qualinesti.

SSI - PHANTASIE III

As SSI released each new game, so the graphics and overall presentation improved. The first two Phantasia games were extremely popular and Phantasia III took that excellence one step further. The combat rounds featured graphical displays that indicated who was fighting who and who it was exactly that the team members were being attacked by. The map displays were also enhanced to add to the realism.



GLOSSARY OF TERMS

DM - DUNGEON MASTER: The DM acts as God to the world in which the party are playing in. He controls everything within the game and runs the adventure. Any combat or decision made is rolled by the DM and the results called out.

PC - PLAYER CHARACTER: You, basically. The PCs are the actual in-game characters that make up the game. Each one is different and comes complete with a character sheet with all the stats printed on it.

NPC - NON-PLAYER CHARACTER: These are the guys controlled by the DM. They make up all the other characters that you meet and are essential to the game. Some will hold vital clues to the completion of the game, others will have no purpose but to hinder your progress.

STR - STRENGTH: This measures how much a character can carry and how much damage he can inflict. Fighters require a good strength score.

INT - INTELLIGENCE: This is the measure of how much a character can ultimately memorize, very useful to Magic-users.

WIS - WISDOM: Wisdom is the character's ability to

understand the ways of the world and interact with it. Clerics require a good wisdom.

DEX - DEXTERITY: This is the measure of the character's manual dexterity and agility. Dexterity is ultimately important to the thieves.

CON - CONSTITUTION: A measure of the overall health of a character. It influences both HP and the character's chance of surviving the 'raise-dead' spell.

CHA - CHARISMA: This measures how well a character can interact with another character. It is an important factor when communicating with NPCs.

HP - HIT POINTS: Every time a character is hit in combat, he loses one hit point. When a character's hit points reaches zero, the character may be dying or even dead. Those with the greater hit points total are better off than those below.

XP - Experience points: Awarded to characters who perform great things within an adventure. Points are awarded for killing monsters, finding treasure or performing tasks necessary to the completion of the adventure. When enough XP has been accumulated the character can advance to the next level.

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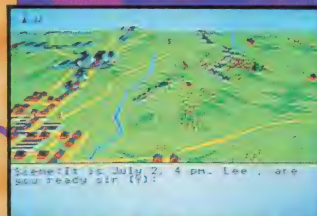
GETTYSBURG



The third title in ARC's acclaimed BattleScapes series, Gettysburg is a war game simulation from the American Civil War. The battle featured was a massive confrontation between 70,000 troops under the charismatic General Lee and 90,000 Union soldiers under the dry and calculating General Meade. It was the pivotal battle of the American Civil War.



Screen shots from Atari ST format.



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The Immortal

E L E C T R O N I C A R T S

For many years, you trained under the watchful eye of your elder, Mordamir - Wizard of the Crimson Keep. Your admiration and respect for him was immense. He taught you discipline and showed you magic. It was he who gave you the light you needed to find in your life. Now you can repay your debt to him, for Mordamir is in great danger and needs your help.

As an apprentice magician, you

take up the quest after the failed attempt of a previous rescuer. Before you venture into the dungeon where Mordamir is being held, you took time to prepare yourself for the task. You grew a long white beard, bought a colourful gown, and got hold of a staff. Well, you may as well look the part!

There are a total of seven levels for you to explore, and you must solve all the puzzles along the way.

Fortunately, you are given an access code to the various levels once each one is completed. There are certainly a lot of puzzles but the challenge can be taken away if you read all of the manual - the solution to the whole game is practically given to you with even drawings to simplify things further!

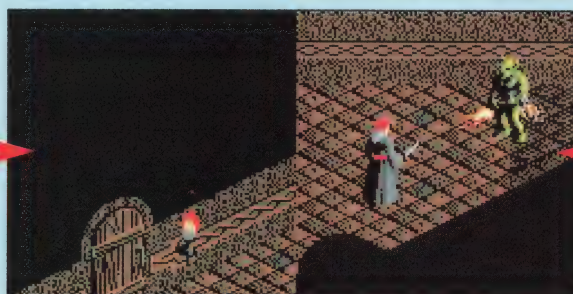
Control is by the joystick and the playing area is set in a colourful 3-D dungeon with animated monsters of

all natures, from goblins to Will O' The Wisps. The many adversaries have no hesitation in attacking you, and you can dispell them either by magic or your mighty sword. Magical spells can be found about the dungeon in the form of scrolls. When taken, a small description of the spell is displayed on the screen so you know exactly what it does and how many times it can be activated. If you choose a blade to attack with,

A LABYRINTH OF MYSTERIES AND MAGIC FOR



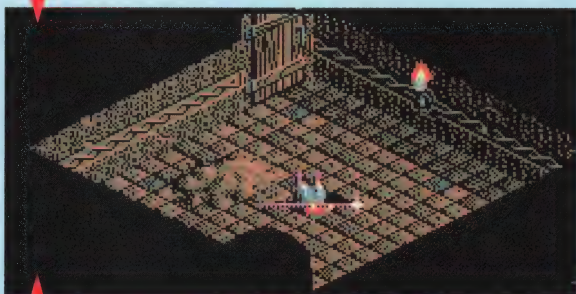
Wandering into what appeared to be a harmless room, you soon realise it is a trap! You accidentally step on a stone that activates an arrow shooting mechanism.



At the end of a long, narrow room is a large goblin, guarding a horde of gold coins. When killed, the goblin's body can be searched and items can be found.



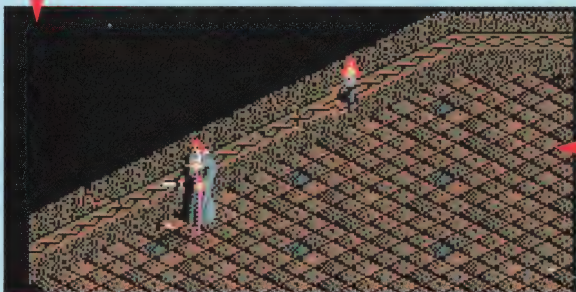
You enter a room. As you pounce on the goblin, you find a scroll.



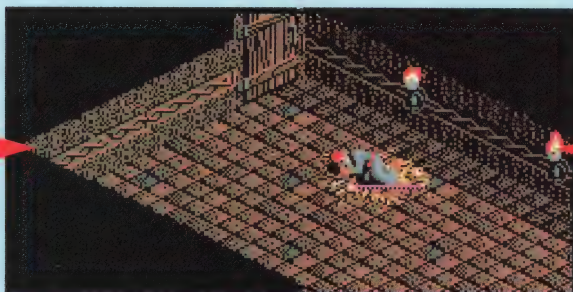
A heap of soil is an unusual find in a dungeon. As you ponder whether to plant the spores you have, the floor caves in and you find yourself in a dangerous situation.



A powerful golem turns and attacks you. Use your magic to defeat it.



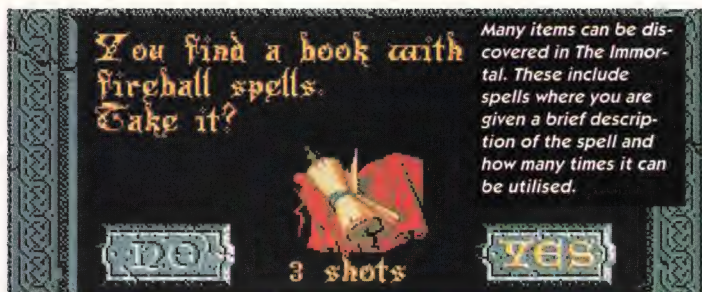
The room appears to be innocent enough until you light one of the torches on the walls. This allows you to see the shadows of some very nasty invisible creatures.



You decide to rest a while. As you drift off, you dream about what lies ahead. Upon awakening, you feel refreshed and are wary of your dreams becoming reality.



A light appears in the distance. The adventurer follows it, finding a ladder to the next level.

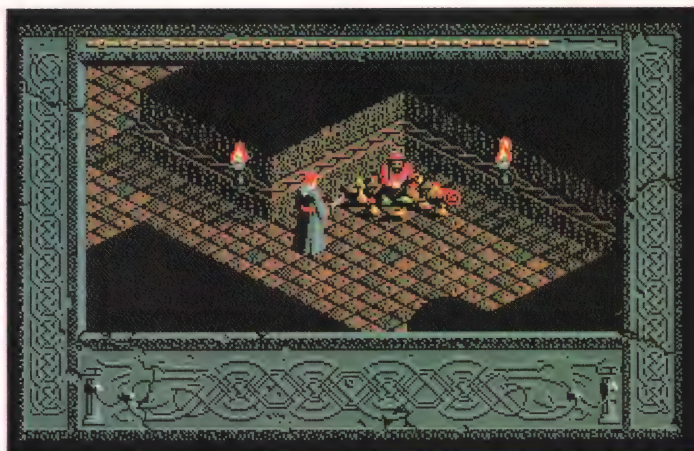


you have to push up on the joystick to jab and pull back to slash. A successful hit that hasn't been parried will cause a spurt of blood to shoot from your opponent, until he eventually falls to his knees and keels over.

Defence is just as important as attack. When an opponent strikes you, your energy (shown at the top of the screen by a line) rapidly decreases, therefore you must learn to parry effectively. By moving the joystick to the left or the right, your character will dodge a blow if he's anticipated the direction correctly.

Once an opponent is felled, you are sometimes presented with the option of searching the body. Usually, you will discover useful objects that will prove necessary to your progress later in the game, and sometimes on later levels.

Not only are you up against some fearsome creatures but there are various traps laid about the vast dungeon. You may find yourself struggling for survival after the floor caves in. As you hang precariously over spikes, gripping firmly on your staff that is caught across the open-



You can interact with some of the dungeon's characters. Here, a trader will offer you special boots to protect you against floor-crawling slime.

ing, you must swing back and forth by moving the joystick up and down, in the hope that you can swing yourself out of trouble before the staff breaks. Other rooms have arrows shooting from the walls that sap your

energy when they hit you. There are plenty of other traps to be discovered, too.

Gold, scrolls, gems, potions, magical rings, maps, and numerous other objects can be found which will aid you in your quest. The use for each object will have to be found by trial and error but the various uses are normally apparent. You may also find sleeping on the job useful. When you want to lay your head down for a while, you must find a bed of straw and rest on there. This will replenish your energy to a certain degree and you will sometimes have a dream that will offer you interesting information. Your dreams are displayed textually on the screen.

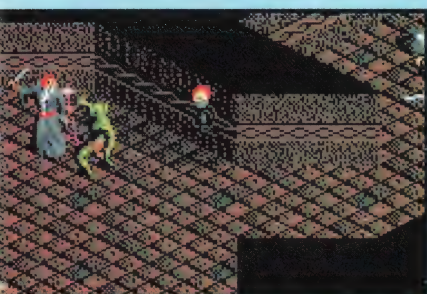
OR MORDAMIR'S APPRENTICE



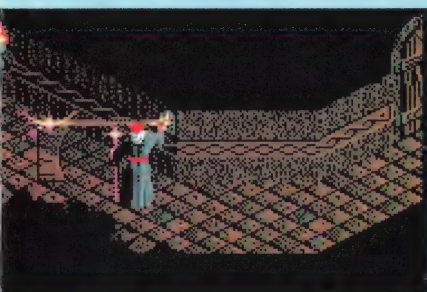
After a room where a man has been fatally wounded. Look around for the cause, the goblin quickly appears upon you, wielding a mace above his ugly head.



Rising from the table is Mordamir's image who speaks of your quest ahead. He then slowly disappears as you head for the door on the opposite side of the darkened room.



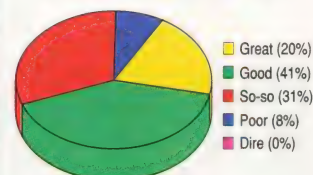
A powerful warrior is being weakened by an equally powerful goblin. You run to the human's aid, so the goblin and leaps at you. Once killed, the warrior will provide helpful help.



A light shines brightly across the dimly lit room. By lifting the light that you found earlier to the light, it will reveal the way to the second level of the dungeon.



PUNTER-POWER™



GAME: THE IMMORTAL
PRICE: £24.99

The Immortal offers clear and colourful 3-D flip screen graphics. The animation of the characters is detailed and they move smoothly and realistically. The continual music that plays is OK at first but can get repetitive after a while and you may find yourself playing with the volume turned down. The puzzles are set at a pleasing level of difficulty and the results of using objects is visibly obvious which adds to the enjoyment. The Immortal is a very enjoyable game that should have you playing happily away for a long, long time. Well done, Electronic Arts!

GAMEPLAY: 
SOUND: 
GRAPHICS: 

RATING=85%

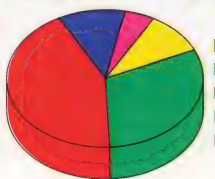
Pool of Radiance

U . S . G O L D / S S I

As an official Advanced Dungeons And Dragons title, Pool of Radiance obviously contains the many familiar features associated with such products. For those of you who have been denied the privilege of participating in D&D games, then make a point of reading on.

The idea behind the game is that the city of New Phlan is overrun with hordes of evil beings that have to be sent packing. The task of clearing the city from all that is evil has been assigned to you and your fellow adventurers. You decide from the outset how many characters you want to control - a maximum of six is permitted with a possible two more later on in the game. The attributes of your characters depends on the type of person you chose and a random selection made by the computer. They include character strength, intelligence, wisdom, dexterity, constitution, charisma, and many other qualities. You can then determine which characters have which class: available classes are fighter, magic-user, thief, and cleric. The overall

PUNTER-POWER™



GAME: POOL OF RADIANCE
PRICE: £29.99

RATING=76%

The technical detail that has gone into making Pool's as close to the D&D literature is immense. Thankfully, the detail works well and doesn't complicate matters but instead increases the enjoyment of the game. The graphics are neatly drawn and well presented while the sound is minimal. For those familiar with D&D, Pool's would prove an adequate and enjoyable buy. For beginners, the extensive manual covers everything you need to know.

GAMEPLAY:

SOUND:

GRAPHICS:

qualities of individual characters will have an influence on the events to come.

Interaction with the many people to be found is quite comprehensive with a wide range of communication possibilities from being outright 'ABUSIVE' to a very friendly 'NICE'. Alternatively, if talking is not your strong point, you could launch your party into attack using both physical and magical methods. Each charac-

ters' attributes will affect their degree of successfulness.

Magical powers vary according to the level that your magical characters are on. As they progress further into the game and achieve valuable experience, their powers will significantly improve. The spells available will be immediately familiar to experienced D&D players but for those who lack the experience, I'm sure a quick explanation of just

some of the many spells wouldn't go amiss: Burning Hands causes light damage to your opponent, Mirror Image creates illusions of yourself hence making it more difficult to be hit, Fireball inflicts severe damage but has a limited range, and there are many, many more.

As you would expect, a city has many locations for you to visit and map. These places include various shops where equipment can be bought, taverns where extremely useful information can be gained, the docks where your party can travel to places that would otherwise be inaccessible, and lots of other interesting places.

The menu system you have to operate throughout the whole game is simple to use and should pose no problems to even the most inexperienced of D&D players. Pool of Radiance should appeal to non-D&D players as much as the hardened ones. The hefty manual could perhaps be the only deterrent but a careful and detailed read is not really necessary.

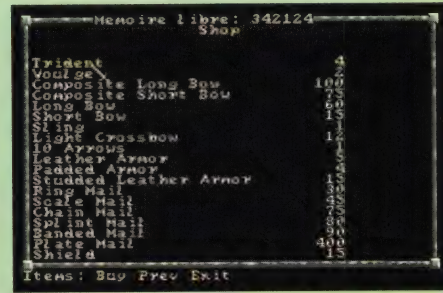
GETTING ABOUT IN POOL OF RADIANCE



As you wander the 3-D street environment, you will discover many places to enter and explore, and plenty of hostile creatures with which to improve your combat skills upon.



Just one of the many shops you can enter is the armoury. Here, you are greeted by the shop's owner who offers you the option to buy some of his useful goods. Otherwise, you may as well leave.



Shops are well stocked with objects and artefacts. You can purchase various types of weaponry, and even improve your armour to something much more resistant. However, you'll need a lot of cash!



As you venture down a lonely, dark street, you are pounced upon by a couple of Orcs. Although not the toughest opponents you'll meet, they will put up a hard-fought battle for your party.



Once the Orcs are dealt with, you have no time to rest for following from behind were a troop of Goblins. Their combat skills may not be overly impressive but their numbers are!



After his many tussles, your character (who goes by the name of Boboring) needs his relaxation time. As you gladly rest, you can check his status to quite a comprehensive degree.

IT'S MIND BLOWING ...IT'S TNT

Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.



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"Near perfect conversion"

ACE

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XYBOTS

The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.

"Simple, addictive and entertaining. Xybots will make your day"

Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash

"Everything from the coin-op is here – graphics, sound and gameplay are identical" New Computer Express
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APB

A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob is on the Beat!

"Straight from the coin-op... a must for all fans"

New Computer Express

"Great fun... pretty hard... keeps you coming back for more" Zero
"A must buy!" Crash

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Toobin'

Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.

Great music... heaps of playability... a brilliant conversion" ACE

"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun"

The Games Machine
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DRAGON SPIRIT

Scorch a path through the skies in a frenzied flight of mayhem and destruction. A do or die mission. Defeat or victory depends on your skill. Have you got the Dragon Spirit?

"Accurate and action packed... great graphics and addictive gameplay" C&VG

"Makes the most of the coin-op" The Games Machine
"Another stonking coin-op conversion" Amstrad Action
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TENGEN

The Name in Coin-Op Conversions.

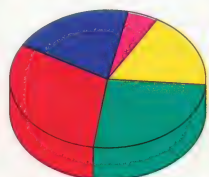
Published by Domark Ltd, Ferry House, 51-57 Lacy Road London SW15 1PR Tel: +44(0)1 780 2224 Amiga Atari ST Screenshots
Available on: Atari ST, Amiga, Commodore 64 Amstrad Spectrum

DOMARK



Legend of Faerghail

PUNTER-POWER™



GAME: LEGEND OF FAERGHAIL
PRICE: £29.99

Legend of Faerghail contains extremely atmospheric graphics and some very neat in-game effects. Once the characters had been generated and we knew exactly what it was we were doing, we found that the game was deeper than originally anticipated. Each location has been beautifully drawn and there are plenty of different options to choose. The combat sequence has also been well designed and include some excellent character graphics to add to the thrill of combat. All-in-all, an excellent game.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=82%

Board games are nearly always converted to the home computer and it has to be said that the early conversions were of very poor quality, but as time goes by the conversions are getting a lot better. None has been more popular than the role-playing games and each new release features enhanced graphics and a higher level of interaction. Legend of Faerghail is the latest in the role-playing series and features beautifully

drawn character sheets, complex interaction and a veritable array of in-game options.

One of the most powerful, yet kindest races - the Elves - had, for some unknown reason, turned evil and were wreaking havoc across the land. Many deaths had been caused and no one knew of the reasons for this sudden turn in character. One thing was for sure, though - they had to be stopped before civil war was

declared. Could it have been some kind of spell? Had someone annoyed this, once, kind and gentle race? The temptation proved too great and so you decided to set off into the darkest depths of the land and find out the reasons for yourself.

The main display of the Faerghail game is taken up with various windows that contain valuable information about the characters in your party and your present location.

From these stats displays you will be able to monitor the rest of your teams statistics. The teams health and HP scores are displayed in bar form which rapidly depletes everytime one of the party members is hit by the enemy.

The thief, called Tee Leef (how very apt), is excellent at picking locks but cannot really be trusted when it comes to combat.

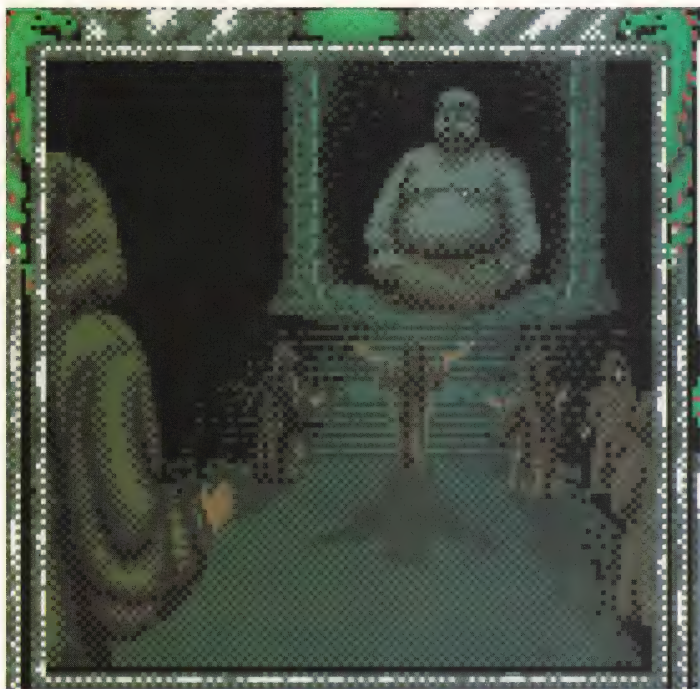
The magician is a very useful member of the party and he is capable of casting powerful spells, provided he has learnt them.

Barbarians have always been known as fearsome and savage fighters and are a worthy addition to the party.

From here you will be able to input commands. All the options that you will need to play are present here.

This is the main display window where all the locations are shown, as well as the movement cursor. Some of the locations you visit will be like mazes.





(Extreme left) A **TEMPLE** - In here you will be able to rest and gather a very tasty wad of gold pieces. From here you also have the opportunity to revive one of your injured party. The temple can be found in the village that is situated within the forest.

(Left centre) **THE FOREST** - The forest may look harmless, but take the wrong corner and you could find yourself involved in a combat situation. Keep your eyes peeled for Grizzly bears and Half-Orcs as they will try to kill members of your team and then steal any of their possessions.

(Left) **THE TOWN** - When you enter the town you will be able to visit several different places. It is from here that you will be able to enter the temple as well as other buildings. There is even a tavern where you can go to rest for either a day or a week - but the prices are high.

The character races - Part 1



HUMAN - Humans are nothing really special and although they can perform many things, they very rarely become truly skilled in any one trade. There are several human races but all are basically the same in ability and appearance. They make good fighters due to their size.



DWARF - The Dwarves live in caves and mines where they mine metal ore, their main source of income. They are known to hate magic, preferring a clean fight, and have a strong passion towards jewellery. Both male and female Dwarves are bearded. They are very strong, especially as they are four foot high.



ELF - Elves are extremely well cultured and have an un-ending lust for art and nature. They live in small villages invisible to the unpracticed eye. They make very good magicians and illusionists but are not very useful when it comes to hand-to-hand combat.

hail

As you move around the play area the location display is updated, although the graphics can be switched off to save disk swapping time. Everything that you will need to know about the members of your party is shown in the character sheet display window. There are several pages to each sheet and they are divided between the character's attributes, equipment and personal wealth. Weapons are enabled by forcing the character to equip him or herself. When an item has been allocated to a character it is prefixed with a capital 'E' and that character will then use the weapon if combat occurs. To the bottom of the location display is a small window that displays any characters that you meet, which invariably means combat. From here you can see exactly how many characters your party is facing and what they are. The enemy include Grizzly bears, Orcs, priests, dragons and Illusionists.

There are several options for combat and these include attack, defend, stalk and withdrawal. Battle is divided into combat rounds where each character takes a swipe at another. Those with magic powers can cast spells. An animated display indicates combat and a text display informs you of who hit who and what damage was sustained, if any. You can withdraw at any time



The Magician



The Healer



The Barbarian



The Warrior



The Rogue



and although the first encounters may prove a little easy, later encounters will prove more challenging and you may just find your team wiped out. There are plenty of buildings to explore and these will all show up on

the location display window. Movement is controlled through this window and a direction indicator. The direction indicator turns in accordance with the direction selected through the actual location window.

CONTROLLING YOUR CHARACTERS

BLADUS: A twenty-seven year old human whose main quality is his fighting skills. His magical abilities are limited but he tends to use the aggressive spells when necessary.

RINAKLES: As a human, his main strength is his magic. He very rarely wields a sword although he can use them effectively if the situation should arise.



DOBRANUR: Dobranur is of the dwarf race and specialises in fighting with a double-headed battleaxe. His age of eighty years is misleading - that is very young for a dwarf.

ANDARIEL: The only female member of the group, Andariel is of the elven race. She is particularly good at using a bow and arrow and healing people by means of magic.

This is the area where important findings and messages appear.

The icons are self explanatory. They include opening chests, knocking on doors, examining, listening, etc.

Dragonflight

THALION

Yet another RPG enters what is a very competitive aspect of the ST games market. Apparently, Dragonflight started being programmed way back in 1987. After such a long time, you'd think the game would be far more superior to other similar type games and with many more additional features so what does Dragonflight actually consist of?

The plot is fourteen chapters long and will take a considerable time to read but, fortunately, it is written in an interesting and lively style. To summarise the story, you have been given the task of collecting a number of magical scriptures that can be found around a land that is infested with vast numbers of hostile creatures and monsters of very nasty natures! You also have to find the dragons that once inhabited the land and have now suddenly disappeared.

The playing area is large and colourful and will take many hours to explore fully, covering forests, rivers, cities, villages, and large cave complexes. The party of adventurers you control are four competent fighters, be it by magic or muscle. As is typical with this type of game, each have their own qualities although Dragonflight hasn't nearly the same detail as the official D&D games. There are a number of magical spells that can be executed if you have managed to obtain them such as Teleportation, Magic Arrows, Fireballs, and many more which reduce your magic points each time they are used.



Control of the game is done by the mouse and is totally icon driven. A direction indicator needs to be clicked upon when you want to move and this takes up one turn. You can move in any of a possible eight directions. In combat, each character has a turn and can either cast a spell, use a weapon, defend, or run away although this doesn't do your character attributes any good.

The combat scene shows your party and the opponents you are up against in a close-up. Whatever action you select, the relevant moves will be graphically shown by the side-on view.

Various objects can be collected while on your journeys included extra weapons, money and other riches, armour, and food which is vital for each character's survival. Without food, they will die a miserable death.

Dragonflight doesn't seem to be as flexible as many other RPG software titles but can probably still offer a challenge to most fans of this type of game. For those of you who are experienced RPG players, Dragonflight may not satisfy your demands.



You decide to press on for you can't afford to waste time. As you wander the dangerous lands, you are ambushed by two ghosts. Without adequate weapons or spells, your party succumb to their blows. The adventure ends here.



You set off to find the secrets behind the disappearance of the dragons that once protected the land you live in.

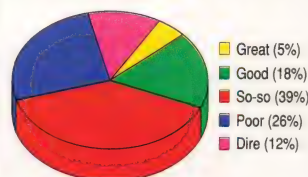


You discover a temple where you can meditate so as to strengthen your magical abilities and your body.



Shortly after, you arrive at a village deep in the heart of a forest. Here, you can talk to people and purchase their useful wares.

PUNTER-POWER™



GAME: DRAGONFLIGHT
PRICE: £34.99

There have been many RPG games ducking in and out of the ST market for a number of years now. Unfortunately, Dragonflight doesn't compliment a very respectable side of ST games. The graphics aren't particularly attractive and the sound is extremely lacking. The special combat sequences are initially quite effective but then you realise how poor it really is. The actual controls are simple to use and pose no problems in using, as they clearly depict graphically what they do. Nevertheless, there are much better RPG buys available and you shouldn't be spending your money on a disappointing Dragonflight. The three years it took to develop have apparently been wasted.

GAMEPLAY: [Progress bar]
SOUND: [Progress bar]
GRAPHICS: [Progress bar]

RATING=63%

JAMES POND



When danger threatens in the icy deep, when hope seems lost and the end looks nigh, there's only one fish with the guts to save the day. Now's the time to call James Pond - underwater agent. He's fearless, he's clever, he's Ozone-friendly. James Pond, the fish with a mission (twelve missions, in fact), will take on anything, from retrieving radioactive canisters and plugging the leaks in oil tankers to rescuing doomed lobsters, mermaids and rare orchids from extinction.

Now you can take the part of James Pond in this all-action arcade adventure. With twelve levels and lots of secret areas to explore, brilliant graphics and game design by Chris Sorrell, this sub-sea spectacular is not to be missed!

- 12 momentous missions plus lots of bonus chambers
- choice of weapons or just blow up baddies with bubble-action!
- so many different enemies and pickups you'll wish you had eight tentacles!
- superb graphics, animation and smooth parallax scrolling

UNDERWATER AGENT



Atari screen shots

Atari ST & STE
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MILLENNIUM

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I was smothered with work. Just when I was about to call it a night, there came a soft knock on my door, and in walked this lovely broad who made me forget the pile of paperwork in front of me.

To cut a long story short, the broad, whose name was Sylvia incidentally, wanted to add to my workload by offering me one more case - a case she was going to handsomely pay for. A sucker for the green stuff and blue eyes, I accepted.

The low-down is that her father, Carl Linsky, died. He jumped off the Golden Gate one night. The police concluded it was suicide - Sylvia concluded they're a bunch of dumb asses. She thought it was murder and wanted me, Tex Murphy P.I., to investigate. She gave me some details that very faintly offered the idea of murder, but what did I care - the money would allow me to expand my offices, and the view from the other side of my desk had put me in

PUNTER-POWER™



GAME: MEAN STREETS
PRICE: £24.99

RATING=89%

Mean Streets represents innovation and excellence. Particularly noticeable are the digitised sounds of opening drawers, shutting doors, gunshots, among many others. The game's menu system for exploring locations is easy to use, and the controls of your craft couldn't be simpler. The plot of the crime contains a number of challenging and interesting complexities, requiring a pleasing amount of thought and deductions.

GAMEPLAY:
SOUND:
GRAPHICS:

a good mood.

The next morning, my secretary Vanessa had found a little information from the local tabloid about Professor Linsky. The leads I had to go on were few: I knew where the professor worked, who the investigating officer into the suicide was, the name and whereabouts of the coroner, and the

name of the professor's girlfriend. Beside that, I was struggling, but who said a private investigator's work was easy.

I boarded my speeder and headed for the police station. I figured I'd try and get hold of the suicide file - it seemed as good a place as any to start. On the way, I buzzed my infor-

mant Lee Chin to see if she knew anything about Carl Linsky. She set me back a few bucks for the information but that's business in San Francisco. Vanessa's good, but she doesn't get the same details as somebody out there on the streets.

The police station turned up some interesting facts which sent me to the other side of the city. I knew the area - it was rough. When the hoodlums jumped me, it was experience that had made me come prepared. I pulled out my revolver from underneath my raincoat, and felled the lot of them.

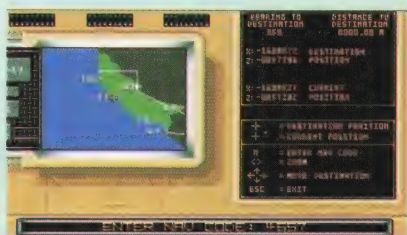
By now, I was low on bullets and hoped I'd find some from inside the run-down buildings. Then I remembered I had an interrogation to carry out and went and hunted out my suspect. By the end of the day, I'm sure I'll have a lot of suspects and lots of places to search - legally and illegally. I've got a busy and hopefully enlightening day ahead.



Mean Streets

U . S . G O L D

TRUTH-HUNTING TEX IS ON THE CASE!



I travel about the city in my speeder. It's got its own navigation and autopilot system although I can take manual control. I prefer to type in the NAV Code and then sit back and enjoy the ride.



San Francisco supplies some breathtaking sights. The Golden Gate Bridge is probably the best known of them all. I travel quite extensively about my city but nothing beats the Gate.



This is one of the places I prefer not to be but Bash Dagot is believed to be around here, somewhere. The hoods who jumped me will get a belly load of bullets from me, but I'll have to keep a watchful eye on my ammo.



This place sure is depressing. You can smell the filth and scum that reign in these parts. A P.I.'s job is not a glamorous one. I see Bash. As a witness to the suicide, it's time I asked him a few questions.



Bash looks like a typical native to these areas: rough and ragged. He's not the most talkative person I've met, but for a bribe, he'll pour out all he knows. I even have to pay for an account of the suicide.



I persist in my questioning but refuse to give him any more money so he refuses to talk. I decide to threaten him, and rough him up a little. He suddenly regains speech and I soon leave to investigate my new leads.

PEOPLE TO VISIT AND PLACES TO SEE



PETER DULL - INSURANCE AGENT

Some people had expressed their discontent about Carl's life insurance - suicide doesn't pay. I went to visit his insurance agent, Peter Dull, to see what the old man was worth...I decided that one million bucks is certainly worth kicking up a fuss about.



STEVE CLEMENTS - DETECTIVE

I paid my buddy Steve a visit. He was the investigating officer into the whole affair and besides, we've had some good tussles in the past - should live the day up. He scorned me for taking the case saying it clearly was suicide. He never did have a good word for me.



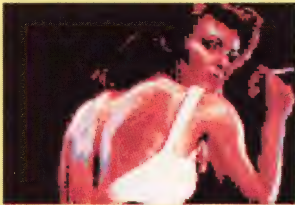
SYLVIA LINSKY - CLIENT

Now if there's a cute chick in town, it's got to be Sylvia Linsky. She's got curves any woman would die for, and class that would be well placed in Beverly Hills, not the suburbs of San Francisco. When she approached me with the case, I happily accepted.



DELORES LIGHTBODY - FIANCEE

If Carl was pushed off the Golden Gate, she's got the weight behind her to have done it. She's also got the motive. I read in a letter at Carl's place that he was giving her up for somebody else - I don't blame him. A jealous woman is a dangerous woman.



SANDRA LARSEN - GIRLFRIEND

Now Sandra has a little more style about her. She's the one who Carl was seeing behind Delores' back. Somehow, I don't think Sandra has anything to do with the killing - she's not the aggressive type, but maybe Carl said something to her before he died.



J SAINT GIDEON - RETIRED

This man was big in his day. Not big in the sense of Delores but big in terms of owning one of the largest corporations in the city. He was also involved with British Intelligence. He's got contacts to see a hit job through and Carl did work for his corporation.



FRANK SCHIMMING - EXECUTIVE

Am I being misled? Schimming is the boss behind the corporation now. I gave him a thorough interrogation where he coolly answered every question. He's hiding something but I can't figure out what. He's got the power to put my lights out - I'll have to be careful.



JOHN KLAUS - NEURO SCIENTIST

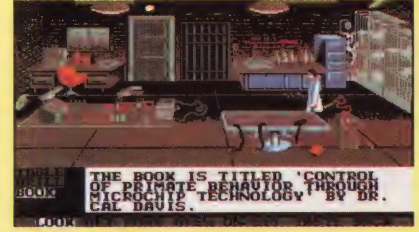
After chasing leads about the city, I've arrived at a theory that will have to be confirmed. A Professor John Klaus lives out in Reno and I thought he was worth a visit - I'm glad I did. My gun will now never leave my side - the size of this conspiracy is beyond belief.



Carl Linsky has a very attractive house, not to mention his daughter. His alarm bell will have to be turned off unless I leave before the police get here. I decide to give the tape player a listen and hear Carl's voice ringing out above the noise of the alarm.



Carl has been leasing a warehouse for ten months. I decide to pay it a visit to see what he's been up to at such mysterious docklands surroundings. He has a nice set up. I access his computer and find some of his notes. They provide some very interesting information.

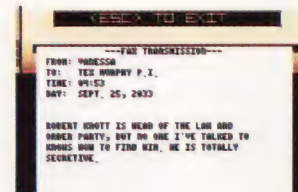


I receive a message informing me that Cal Davis, Carl's colleague, has been killed by accidental poisoning. It sounds suspicious already. At Cal's place, he has some strange objects that thicken the plot. The book enforces my theories towards this complex case.

THE ONLY TWO YOU CAN TRUST IN THE SEEDY CITY OF SAN FRANCISCO



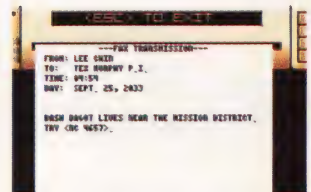
Vanessa is one hell of a secretary. She digs out all the information she can find about the necessary people along with their address codes. I don't know where I'd be without her.



I told you she was good. I ask, she finds. Even Vanessa is not totally perfect, though. She can't find an address for this Knott guy but at least I know more now than I did five minutes ago.



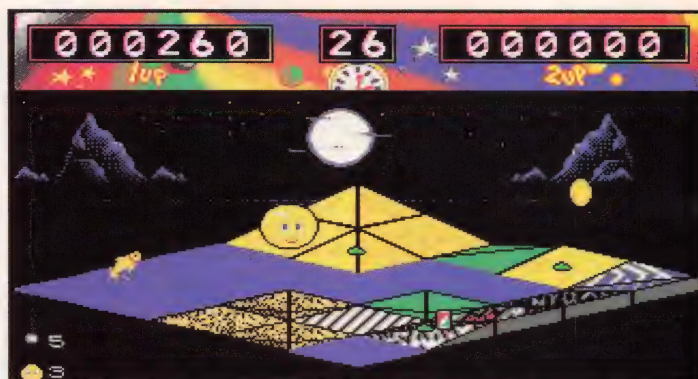
Lee Chin is my informant. She's good but costs a lot more than sweet Vanessa. Fortunately, I have ten grand at my disposal thanks to Sylvia and I'll need every cent by the end of this case.



Lee Chin tends to be slightly more sparing with information than Vanessa but she finds me the vital address. She'll remain loyal to me so long as I continue to supply the money.



The landscape at the beginning of the game is briefly shown to you. From then on, you'll have to remember the pattern as you will have to copy it when the game rearranges the squares into no particular order.



As your character merrily bounces about the area, it's a good idea to recall the introductory screen before each level as that warns you of forthcoming traps and the means available to you for combatting them.

Manix seems to have a lot of similarities both in gameplay and sound, but who am I to suggest a just a touch of copying? So what if it does resemble the old Pogo game from many years ago? And so what if the soundtracks sound amazingly similar to some recent songs on the record market? I'm not going to say anything - honest!

The game is played on a solid 3-D landscape, and involves you as a Pacman/Plotting character trying his darned best to change the coloured tiles on the ground back to the design they should be after some unknown force cruelly mixed them up. Personally, I quite liked the disarrayed pattern but I'm not a floor designer so I'll refrain from further comment!

Each floor tile contains a number of colourful patterns, and by persistently jumping up and down on them, the tiles will cycle through the patterns they hold. Depending upon the type of game you choose to play (done via the main menu) will determine whether the tiles will stay fixed at the correct pattern once it is reached, or whether the tiles will continue to cycle through the patterns if you insist on bouncing on them.

As always, there are complications. Why can't anything in life be simple? Bombs, balls, bees and 'bots that's why! Bombs destroy the tiles and rearrange all your hard work, balls also alter the tiles and some will even kill you, bees plant trees that will have to be squashed if

Manix

M I L L E N N I U M

you don't want them to obstruct you, and robots are heavily into grenades. As you can probably gather, you are up against some nasty adversaries! Just to make your life real hell, spikes have a tendency to appear from the ground, and acid pools dissolve you to your gruesome death.

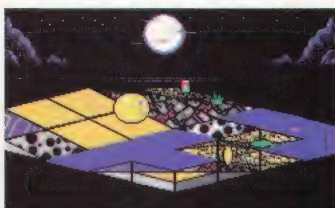
Take comfort from the fact that occasionally cola cans can be collected, which may then be thrown at your adversaries to eliminate them. Various potions will give you extra time to complete your task (even though you're rarely rushed), along with extra points, tick potions which arrange a number of the tiles correctly, and...er...oo...aa...sorry, too much dizzy potion! Extra lives are also available.

If you prove to be a poor player, then you can always 'cheat' by using the Modify Game option from the

main menu. This allows you to usefully alter the chances of your enemies appearing, and also to change the chances of your bonuses appearing.

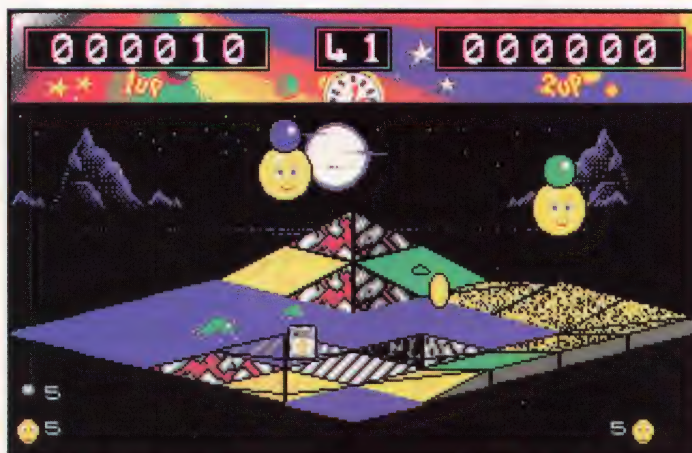
The length of a level is shown to you at the very beginning in the form of a basic vector graphic layout. This doesn't particularly help your progress but I suppose it's always good to see how far you have got remaining before you reach the end of a level.

A two player game is incorporated into Manix, where each player is allocated a different type of tile to create. The person who creates the most of his/her tile will win the game which continues until both players lose all their lives. The time limit for this is extremely short, meaning there is a frantic dash about the landscape in your attempt to beat your opponent.

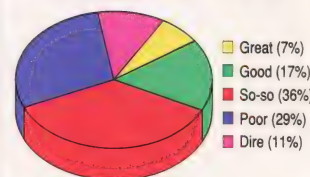


(Above) The latest in high-tech weaponry - the deadly cola can! Never will society be the same again now it has been discovered. Available in revolutionary five-packs!

(Right) The two player game has you creating your own tiles, and altering your opponent's tiles. Points are given for each tile that matches the one you were initially allocated.



PUNTER-POWER™



GAME: MANIX
PRICE: £19.99

Manix is attractive to look at with colourful and quite nicely drawn sprites that move smoothly around the playing area. The instant appeal comes in the shape of cutesy graphics and extremely simple gameplay. However, after a while, the game becomes increasingly repetitive with one level looking very much like another. The sound adds nothing special to the game and can be regarded as just average. I'm afraid this time, simplicity has not worked as well as it seems to have done with certain other recent releases. Nevertheless, it by no means a poor production but just an average game. Perhaps if you're looking for a relaxing game that doesn't ask too much of you, Manix is the one but don't expect the appeal to last.

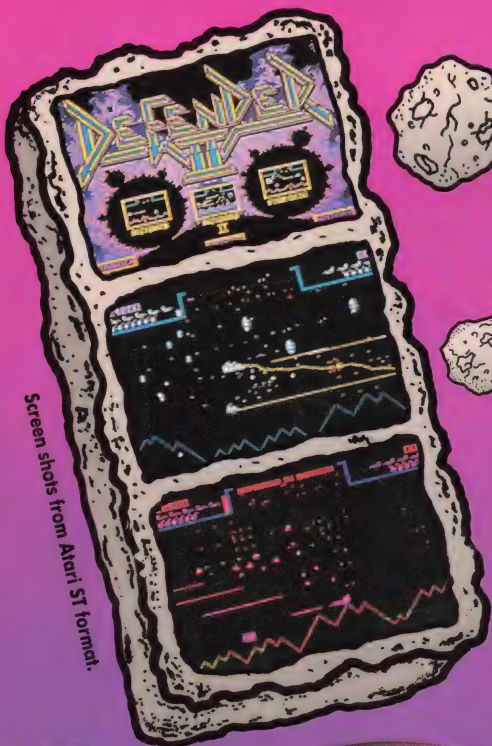
GAMEPLAY:
SOUND:
GRAPHICS:

RATING=66%

DEFENDER II

Fly to Live – Live to Fly

They're back and mean as hell! Five years after you last rescued the Earth, the battle begins again. The aliens are back to grab more humanoids and suck their brains dry. This time they have improved technique, experience and above all better craft, fortunately so do you. Hit your fractal Smartlasers, drop your Smart Bombs....



Screen shots from Atari ST format.



Contains
3 Games in One:

- **DEFENDER II** – Dive into the all-new Defender II, one of the fastest games yet to hit the ST and AMIGA.
- **DEFENDER** – Original coin-op written by arcade shoot-'em-up King, Jeff Minter.
- **STARGATE** – The original cult coin-op.

Features:

- Original Rock Soundtrack
- Learning Mode, graduate from L-Plates on your craft
- Devastating playability



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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.



Various fruits can be obtained along the way. By collecting them in the above formation, extra cash can be gained and spent to increase your playing time.

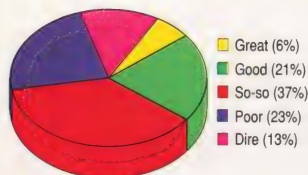


There is a cash game at the end of every level where by simply answering a question, you will be rewarded with bonus money but don't expect the Bank of England!



Once a question tile has been answered correctly, a tick will appear on the tile. This is now a 'safe' tile and will no longer pose a question should you have to re-trace your steps.

PUNTER-POWER™



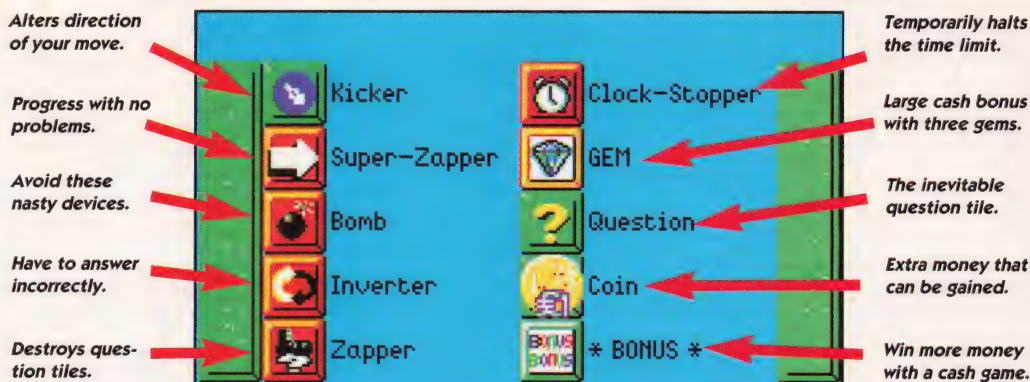
GAME: ARCADE QUIZ
PRICE: £19.99

Emlyn Hughes' *Arcade Quiz* is reminiscent of those trivia quiz machines which stands in the darkest corner of your local public house. However, seeing how you don't have to jam ten-pence coins into your ST, you may spend a little more time with this version. The questions range from relatively simple pop trivia to ridiculously difficult art and literature questions. Just why is the game endorsed by *of Crazy Horse*? The only reference to the ex-England player seemed to be a pixelised portrait and an obligatory question about the man himself.

GAMEPLAY: [Progress bar]
SOUND: [Progress bar]
GRAPHICS: [Progress bar]

RATING=62%

SUPER STUNNING GAME FEATURES!



Emlyn Hughes Arcade Quiz

A U D I O G E N I C

Emlyn Hughes has appeared in numerous quiz shows, and probably the most well known of those is Question Of Sport. Now Emlyn feels he has acquired enough knowledge over the years to be able to host his own show, and the result is this computer game. Those of you who had thought you'd managed to successfully avoid his sometimes annoying wit and mannerisms will now have the 'pleasure' of being able to be in his company once again.

Emlyn's *Arcade Quiz* is reminiscent in style to Trivial Pursuit, with six categories of questions in all. These include pop and rock, entertainment, pot luck, people and places, art and literature, and finally sport. The questions asked can relate from any period of time, and range in difficulty from being extremely hard to amazingly easy. Unfortunately, you cannot set the difficulty of the questions to be asked at the beginning of the game. Instead, it is a random decision made by the computer.

You do have a certain amount of choice concerning the types of questions you want to answer, as numerous routes are available about the gaming area. Due to this, you can see which tiles are ahead and the colour of the tiles will indicate their category. Special tiles are situated in certain places. The results of moving

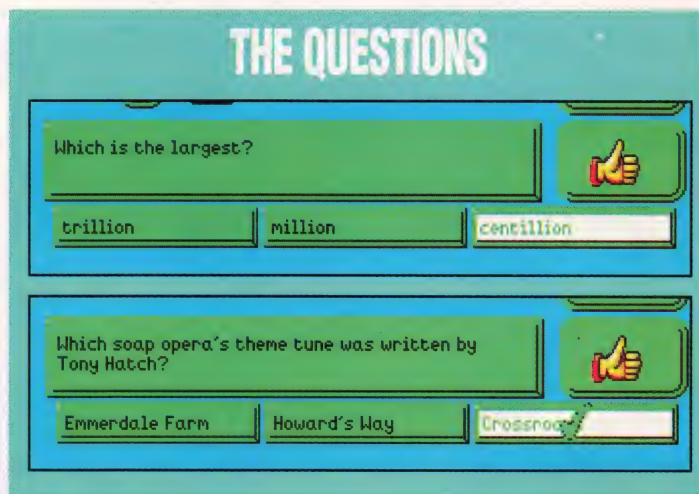
onto these are varied.

When a question is put your way, you are given three possible answers. Choosing the correct answer will allow you to move on to the next tile, but a wrong answer will keep you on the same tile until you give a correct answer to another question.

There IS an objective to be achieved. The idea of the game is to answer your way to the right-hand side of the screen to the win line. If you venture onto a tile that is proving difficult to progress from, the lose line on the left-hand side of the screen

will start to gain ground on you. If it catches up to you, it is the end of the game and you will have to start again.

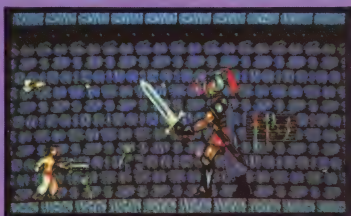
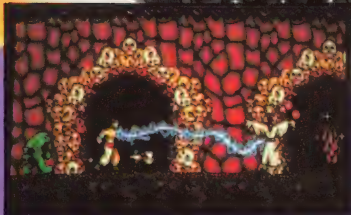
By reaching the win line, you are given the chance to win big bucks! Jackpots of ten pence, twenty pence, and even fifty pence are possible! All you have to do is answer another series of questions correctly. Once the cash game is over with, you have the option of collecting your earnings or proceeding onto another gaming area where the rewards are greater but more questions have to be answered.



Death Trap



CBUXTON



A trap so deadly that it has remained inviolate for five centuries, so ingenious that it gently lures an intruder to a certain death, a trap worthy of Shankriya, the magician king, a tyrant and absolute ruler of vast lands.

The trap is set in a multi level labyrinth deep in the bowels of the earth and populated by creatures vile, vicious and venomous. Within it lay hidden the magic scrolls, source of Shankriya's power.

Only a very brave man, dexterous, with exquisite sense of timing, versed in martial arts and a flair for mixing potent magic potions, can ever hope to survive the infamous DEATH TRAP.

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ANCO

The nasties are plentiful throughout all of the levels. Here we see two types: below is the placid type while ahead is a very aggressive type!

Be wary of the creatures that hang from the ceiling as you can often miss them. The weapons pod ahead will help you defend yourself.



Saint Dragon

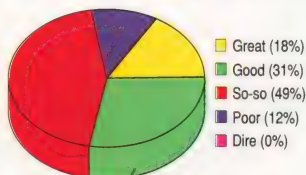
S T O R M

Shoot'em-ups are always popular, and one of the best to appear on the ST and all the other formats was Silk-worm. Random Access, the team that worked on Silkworm and also Ninja warriors, have now programmed Saint Dragon, another full-blooded blast that will have your fingers aching for months, and will put your joystick in a recovery ward.

As always, the plot behind this type of game is a little lacking. It goes along the lines of an evil force of maniacal mechanical monsters deciding to have a bash at running the universe. Surprisingly enough, it's your task to prevent them. In a new twist (Shock! Horror! A twist!), you aren't what you might think you are. You are...a mechanical monster! A rebel, no less. Tired of your pals' tyranny, you decide enough is enough, and set forth to defeat the monsters you shared your best oil lubricator with (oover!).

By winning the fights and scraps ahead, you will eventually reach the giant Golden Dragon that was captured by the metalheads. By rescuing the dragon, your worries will be over -

PUNTER-POWER™



GAME: SAINT DRAGON
PRICE: £19.99

RATING=81%

From the minute you load Saint Dragon, you know your going to have fun. Horizontally scrolling shoot'em-ups are nothing new. However, the way Saint Dragon loads in the enemies as you progress makes for frantic non-stop action. The graphics are near arcade perfect, but the sound seems to become a little muffled when there's a lot going on. The joystick controls are well implemented and weapon power-up system is easy to get to grips with.

GAMEPLAY:

SOUND:

GRAPHICS:

it will dispose of the enemy once and for all!

Firstly, you have to reach the dragon. This will cause you to journey through five long, enemy-infested levels, all with different and detailed horizontally scrolling backdrops. At the end of each level is the guardian that is becoming something of a tradition in shoot'em-ups. Saint Dragon boasts five very different guardians which include a snorting mechanical bull, a laser firing giant saucer, a mazelirer

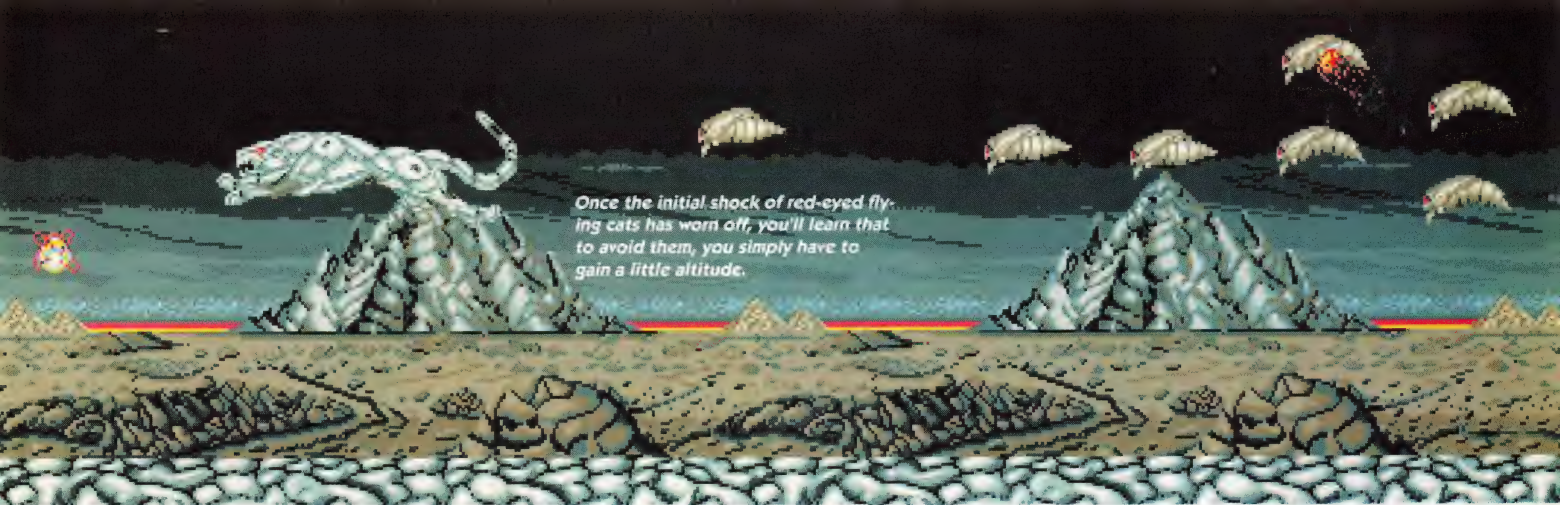
that has its own guardians and won't die without putting up a long violent fight, a mallet-launching mallard, and finally, the core of the saucer you previously destroyed, but this time it has learnt to dodge and fire in a more distressing way!

The levels are played over a planet's surface, an alien forest, alien base, deep space (very boring background, but I don't suppose there's much to see in deep space), and finally, the alien hangar.

To aid your valiant mission, various bonus weapons can be found about the playing area. These can be picked up simply by moving over the token that represents the weapons. Starting with a basic plasma bolt, you can then progress to multiple plasma bolts that spray the area ahead of you, lasers, power ups that add that extra element of zap to your firepower, bouncing balls that explode upon impact with any unfriendly object, fireballs, speed ups that increase your agility around the screen, and the ultimate in displaying hostility towards your foes - Hyper! Hyper gives you maximum firepower and invulnerability for a limited time.

A very useful feature is your body armour. As a rebel mechanical monster, you have a degree of metal plating covering you from your neck to the end of your tail. Seeing as your body can be wrapped around most of you or can be manipulated in various positions around your head, this means you are protected to a certain extent by your body. Aliens and missiles cannot pierce your armoured body and this can prove extremely





Once the initial shock of red-eyed flying cats has worn off, you'll learn that to avoid them, you simply have to gain a little altitude.

on

handy when in tight situations. Beware though, for you are not shielded from everything! By learning how to optimise the use of your body armour, you should find progressing into the game considerably easier.

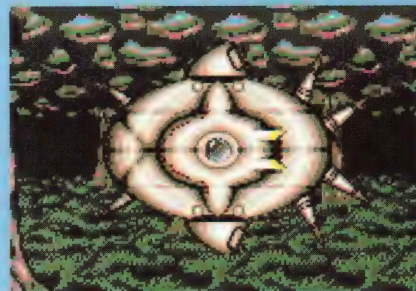
To enhance the gameplay, Saint Dragon includes some fast and racey music to help keep the adrenaline pumping. The mood of the music changes when you're facing the end of level guardian, and then returns to the same music as before on the next level. If you become tired of the music, it can easily be turned off. Explosions are well executed, as is the noise of your weapons firing. These can also be turned off if you'd like a little quiet, but no shoot'em-up can be enjoyed to its fullest without the sound effects, as they add to your aggression.

Not one to turn down a challenge, I'm off to save the universe and a dragon that I hope for my sake is friendly, and worth risking my life for. These aliens and evil doers never learn that they shouldn't mess with me. Still, where would I be without a good blast?

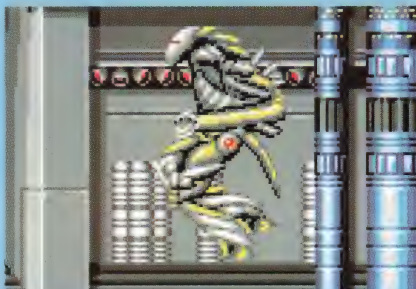
END OF LEVEL GUARDIANS



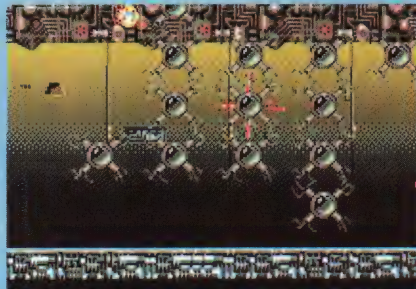
A well oiled clanking combat cow!



Has a hefty supply of support craft



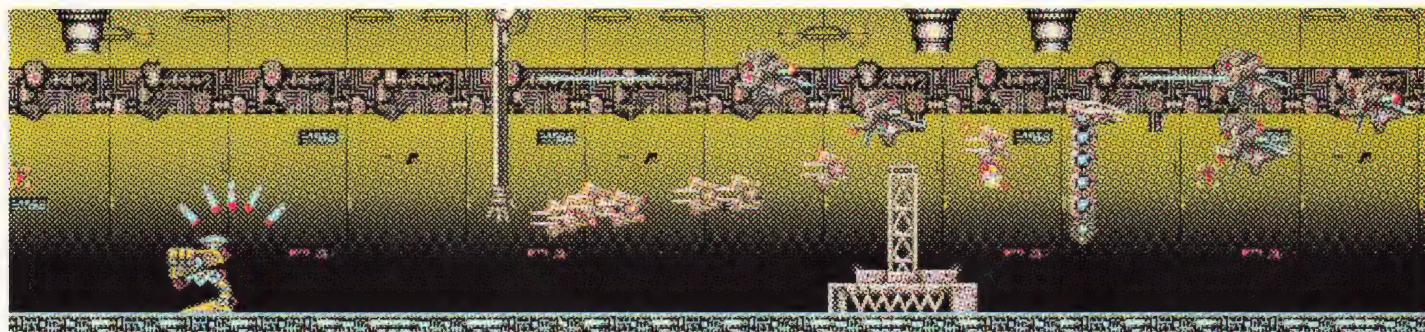
Reminiscent of R-Type don't you think?



Formation flying of a frightening force!



A laser blasting, bomb dropping, craft deploying, armour shielded box!





While chewing on his cigar and frantically shifting his eyebrows, your C.O. informs you of your mission. Don't disappoint him or you'll find yourself jobless.

With all their experience of the gaming industry, U.S. Gold have decided that a topical game was to be the key to further success. So topical in fact, that they've concentrated on the Middle East and all its troubles.

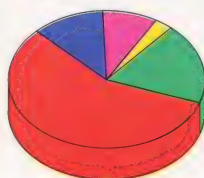
As a pilot of a Harrier jet fighter, it is your job to solve the problems. It seems the Arabs have been sneaking components for a nuclear warhead into their countries under their wispy veils. I never did trust a wrapped-up Arab! Only when they've assembled the deadly weapon did your Intelligence discover the dastardly deed they were up to. You must penetrate their defences and save the world from the maniacs!

You are assigned various mis-

sions to help break down the Arabs' opposition. Firstly, you must destroy an enemy cruiser. After that, the tasks get much more demanding. Once your mission has been determined, you have the choice of armament that you wish your Harrier to be equipped with. These include bombs, air-to-air missiles, and air-to-ground rockets. Of course, you'll also have to fill your tanks with fuel. The various weapons you can carry means a certain amount of keys have to be used to be able to fire them.

Once in the air, after an attractive take-off sequence, you must scan the map available to you and head for the nominated target. Obviously, it isn't quite as simple as that. In the air,

PUNTER-POWER™



GAME: OPERATION HARRIER
PRICE: £19.99

RATING=70%

Operation Harrier contains some excellently drawn graphics but, unfortunately, they are only the frills to the actual gameplay. During flying and combat, the graphics are more primitive and don't really create much interest. The sound is also very dull. The size of the playing area is respectably large but this doesn't compensate for the poor graphics and sound. As a shoot'em-up, Harrier doesn't make it, and as a simulation, Harrier falls well short.

GAMEPLAY:
SOUND:
GRAPHICS:

you'll be confronted by enemy aircraft and ground-to-air attack. If you're hit, your plane will break out into flames and eventually crash if you don't return to your aircraft carrier for repairs.

Not only can you be shot down, but you can shoot yourself down by accidentally destroying a nuclear reactor which is situated on an island. The nuclear explosion following will put an end to your mission. Alternatively, you could find yourself retiring early if you crash into one of the many hillsides on the islands. Your altitude can be altered by keeping your finger on the fire button and pushing up or down on the stick. Speed can be increased or

decreased simply by moving the joystick either up or down.

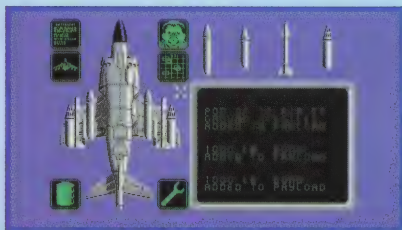
By using the Rotoscope system, your travel is very free and unrestricted, which is vital if realism is to be an important element of the gameplay. Although the manoeuvrability over the playing area is good, it would have been better if there was some sort of sound!

If you have to return to your aircraft carrier without having completed your task, you'll be subjected to a severe telling-off. Your C.O. will order you back into the air and not to return until you complete what is required of you. It's a tough life in the R.A.F., and you'll need to be competent and disciplined if you want to succeed.

Operation Harrier

U . S . G O L D

Operation initiated - sink enemy cruiser! Prepare for flight, only return upon completion of successful mission



1: The first stage is to arm your Harrier, and view the map so that you can plan your flight path. The map shows the positions of enemy aircraft, and also the land's contours.



2: Your Harrier is now ready for take-off. You can watch it arrive on the flight deck via a lift, and then rise vertically into the air ready for combat, in an attractive animated sequence.



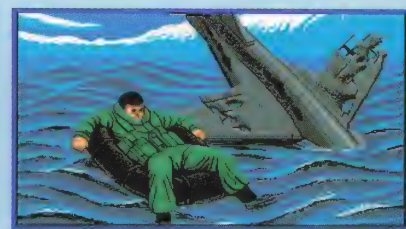
3: You 'roar' off into the sky, seeking out the enemy target. Watch the radar for enemy aircraft and cautiously observe the skies for incoming missiles, especially from your rear.



4: Locked in battle with the enemy's fighters, you swerve and dip in order to tactically tackle them from behind. They burst into flames as your rockets tear their wings apart!



5: As you close in on your target, the enemy fire intensifies. You find your Harrier is badly damaged by missiles from the ground and air. There is only one thing left to do...



6: You have had to ditch your Harrier. Only two more aircraft remain, but it is the anger of your C.O. that worries you more! Don't fail again, you and your country can't afford to.

PLAY 'THE BREED'... THEN FEAR THE NIGHT

Clive Barker's

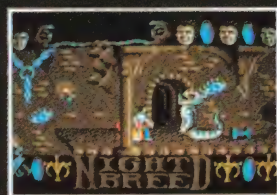
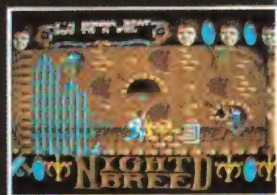
NIGHTBREED

CABAL

THE INTERACTIVE MOVIE

BELIEVED TO BE RESPONSIBLE FOR A SERIES OF MURDERS, AARON BOONE HEARS OF A PLACE CALLED MIDIAN WHERE A RACE OF SUPERNATURAL BEINGS LIVE, ISOLATED FROM THE INHUMANITIES OF MAN. IN A BID TO ESCAPE THE UNJUST WORLD, BOONE DISCOVERS THIS UNDERGROUND NECROPOLIS, HOPING TO BE ACCEPTED AS ONE OF THE 'BREED'. HOWEVER, THIS AMBITION BECOMES FULFILLED IN A NIGHTMARISH FASHION, WHEN HE IS BITTEN BY PELOQUIN, A CANNIBALISTIC BREED MEMBER, AND THUS UNDERGOES AN INCREDIBLE TRANSFORMATION. UNWITTINGLY, BOONE LEADS THE POLICE DEPARTMENT TO MIDIAN. IN A CIVILIZATION WHERE EVERYTHING THAT IS DIFFERENT MUST BE DESTROYED, THESE 'SONS OF THE FREE' MOUNT AN ENORMOUS ATTACK UPON THE UNDERGROUND CITY, AIDED BY 'THE MASK' - THE TRUE SERIAL KILLER FOR WHOM BOONE HAD BEEN MISTAKEN. HAS BOONE INITIATED THE DOWNFALL OF THE NIGHTBREED, OR CAN HE BECOME THEIR SAVIOUR?

A COMBINATION OF STRATEGY ELEMENTS AND ARCADE-STYLE ACTION MAKES THIS A GAME OF UNCOMPROMISING CHALLENGES, VARYING EVERY TIME IT IS PLAYED.



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ATARI ST
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PC

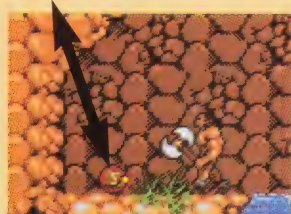
ocean

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OBJECTS



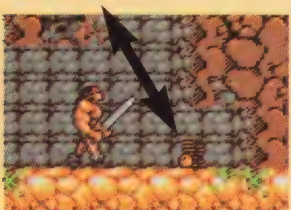
Increases the power of the weapon you're holding.



Super energy booster with double power.



Money will make you rich after your quest.



Energy pods improve your waning health.



Various gems can be found to boost your score.



Shields offer vital short-term protection.

Torvak the

C O R E D E

The mighty, muscle man they call Torvak is the subject of Core's latest software release. You must battle your way through the many enemy infested screens to reach the dispicable neuromancer who has destroyed the once flourishing land you live in.

As you kill his minions on the decayed surface and in the decrepid caves, there are various items that will help your progress. These range from replenishing your energy, increasing your strike power, enhancing the power of your weapon by activating a beam weapon, and changing your initial battleaxe to more effective weapons such as a broadsword or mace. Also available is a limited shield which can withstand a number of hits - the number of hits being indicated at the top of the screen. Other objects simply give you extra points.

Those foes that manage to inflict a wound upon you will succeed in depleting your energy bar, and you'll also find yourself being flung backwards into the air. The problem with your attack is that you can usually only make one direct hit before you are hit. Most opponents require at least two hits so there is an annoying element of the game when you're forever being hit and can't do a thing about it! When striking somebody, there are two methods available to you: the kneeling slash, or the upright bash. Neither way is more effective than the other, but kneeling down does help you avoid the bowmen occasionally found about the playing area.

Torvak is basically a horizontal

scroller but the ability to travel into the many cave systems accesses an eight-way scrolling game. The opposition comes in many forms from killer bees to masked, mauling men. Each are highly dangerous and are best dealt with by a couple of swipes from the weapon you are carrying.

Core Design have produced some quality games in the past and Torvak the Warrior is of a similar standard. When Alan Bunker attempted to discover the secret of their success, he was refused such knowledge, but he did manage to squeeze some information from them.

Q. I'm interested in where your inspiration came from. There seems to be a fair smattering of Rastan in there and an element of Barbarian.

A. "Yes, Rastan was a large influence to us. Terry Lloyd who designed the concept of the game made a conscious effort to emulate to a certain extent the design of Rastan but we wanted to go one better by programming Torvak as close to the Japanese consoles as possible as no-one has yet done that completely successfully."

Q. Torvak is one of those games that seems cut-out to be an 8-way scroller yet it isn't. Don't you think an 8-way game would have added more variety to what could have been a repetitive horizontal game?

A. "It is an eight-way scroller to a certain degree and particularly so from level four and onwards, but what we tried to achieve earlier on was to get the player striving to go forward and reach the end of the level and that's why it is more of a horizontal scroller."



Q. Torvak is a typical hack 'n' slash game that we've seen loads of times before but I'm not criticising that! What do you feel, if anything, sets Torvak apart from other similarly styled games?

A. "I don't think there's anything of this quality that has appeared on the ST or Amiga and nothing with the same 'console' feel to it."

Q. I, personally, feel that programmers are beginning to lack that inventiveness that they used to have.

THE TORVAK WARRIOR MUST MASTER THE ART OF SWOR



The map illustrates your position at the present time and your final destination.



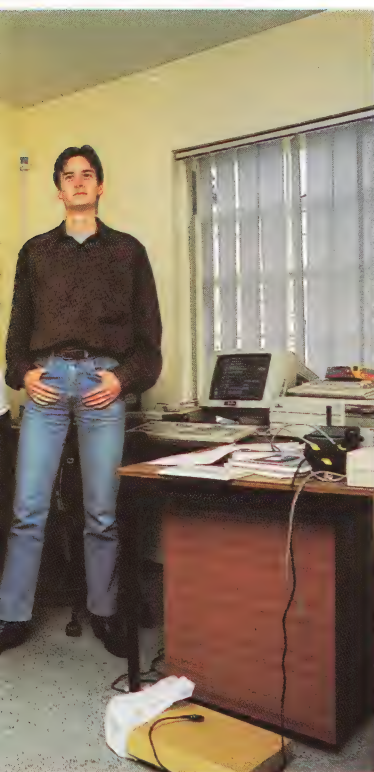
No sooner have you set off on your quest when a killer bee screams towards you.



You conceal yourself from a killer bee by hiding in the water and then surprise it from behind.

Warrior

S I G N



From left to right: The man with the ideas - Terry Lloyd, Lee Pullen who devised some of the attractive graphics, Bob 'T-shirt says it all' Churchill, and Andy Green (Head programmer).

and we've taken one of those steps with Torvak by creating the console feel. There can always be improvements and programmers are always aiming to find them."

Q. What are the technical specifications of Torvak?

A. "The whole game runs in two frames most of the time. There's 150K of music and the actual warrior Torvak has eight frames of animation. Each of the five levels contains different opponents and the graphics take up one megabyte."

Q. The scrolling in Torvak is quite slow. Was that due to problems of screen update or was it purely for playability reasons?

A. "The Amiga version is a lot faster than the ST version. Because we try and develop both versions at the same time, we didn't have the time to improve Torvak on the ST. If we wanted to maintain the size of the playing area on the screen, it meant we had to sacrifice some of the speed. We felt it was better to do this than reduce the size on screen."

Q. How long did it take you to program?

A. "It was completed quite quickly. The game design had been kicking around for four or five months, and the actual programming took about five months which isn't very long."

Q. Who are the members of the team and what do you all do?

A. "Andrew Green is the pro-

Torvak rages through the vast caverns that are home to many vile beings.



No matter where Torvak journeys, he always has a battle on his hands.



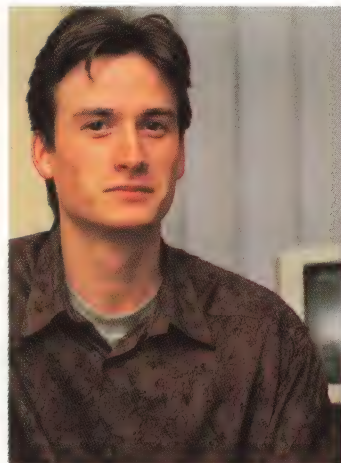
grammer, Terry Lloyd was the concept designer who didn't have any more input after that, and Bob Churchill was the game designer who devised all the creatures in the game and other graphics."

Q. How much influence did Core have towards the final game? What guidelines did they set down?

A. "They wanted Torvak to contain a certain amount of parallax scrolling. Also, animated backgrounds were wanted. Both features are contained in the final version of Torvak."

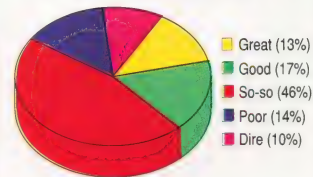
Q. Are you happy with the final product or would you have liked it different in some respects?

A. "We're very happy with the final product considering the time scale we were given. We feel we've pushed the ST quite a way."



The main man that has brought you Torvak to the ST is this rather trendy looking fellow above - Andy Green.

PUNTER-POWER™



GAME: TORVAK THE WARRIOR
PRICE: £24.99

Torvak The Warrior was met with mixed reactions from our panel of enthusiastic punters. While some thought the game was quite playable, others expressed utter dismay and frustration. The scrolling is slow but smooth, while the animation is respectably good. The bonus items influenced your progress in the game to a certain extent, but perhaps not enough as the game is very much possible to complete without having to pick a single item up. Sound is nothing special and doesn't really add to the general atmosphere of the game. One other criticism that cropped up occasionally was the difficulty in trying not to get hit when you're attacking - you got hit just too often! Torvak should be tried before you buy the game, as it evoked differing feelings among our punter panelists.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=70%

PLAY AND BATTLE AGAINST THOSE EVIL, ENEMY FIENDS



There are plenty of stone monuments that, when smashed, reveal various bonus items.



Not all monuments are unguarded. As you approach this one, the bowman will begin to attack.



One of the more ferocious characters succumbs to a fatal blow to his kneecaps.

**Find out its limits.
Look in the mirror.**



Introducing the powerful new Atari 1040 STE. With such an awesome machine, we're convinced the only limits you'll come across are your own.

Based on the incredibly successful 1040 STFM, the 1040 STE itself goes beyond the limits of its predecessor.

The 'E', by the way, stands for 'Enhanced'. But once you've discovered its amazing array of features, you may consider 'Enhanced' to be the understatement of the decade.

Perhaps the most outstanding feature of the 1040 STE is its graphics. Its palette contains over 4000 colours (all right, 4096 to be exact).

To ensure precise and realistic images, the STE features 'hardware scrolling', enabling smooth scrolling in any direction and split-screen effects. And, with the SM124 monitor, you'll get razor sharp black-out-of-white text that's as clear as the type on this page.

To complete the picture, it is able to 'phase-lock' its video output to an external video source, permitting direct linking to a Genlocking device.

The 1040 won't just have your eyes swivelling in their sockets. Your eardrums will also take a pounding from the 8-bit PCM stereo sound.

The new PCM (Pulse Coded Modulation) sound system's two chips allow the 1040 STE to replay high-quality sampled sounds, in stereo, without burdening the CPU. Or, for even more of an earblasting, just add a couple of RCA output jacks and power the sounds through your own stereo.

Of course we mustn't forget memory. One megabyte of RAM comes as standard. If that's not enough, the 1040 STE provides four SIMM sockets. Simply plug in some SIMM (Single In-line Memory Module) boards and boost the RAM up to four megabytes.

To help you handle all this technology, we've added even more: a Blitter chip, capable of shifting data at high speeds independent of the CPU, and a new version of TOS.

The TOS 1.6 (operating system) has an enhanced file selector with drive-change buttons, improved desktop with file move, MS-DOS compatible disk formatting, and better application installation and auto-booting facilities.

As you'd expect, there's a huge range of peripherals including hard disks, floppy disks, laser printers, colour monitors and even Megafile 44, Atari's unique 44-megabyte removable hard disk.

As well as all this hardware, there are hundreds of software programmes for the 1040 STE - we're even throwing in the ST-Series Productivity and Leisure bundles free.

The Productivity bundle features a database, spreadsheet, word processor and business graphics package, and there's S.T.A.C., FirST BASIC, Hyperpaint and Prince in the Leisure bundle.

If you're itching to get your hands on the controls, there are two 15-pin analogue controller ports (which accept paddles, light-guns and light-pens) and a 9 pin mouse port and joystick port.

With adaptors, up to six people can use the 1040 at one time. Just in case it's too much for one person to handle.

At £499.99 it certainly won't be too much for one person to afford.

The ideal computer at the ideal price, you may think. We think so, too. But there remains only one potential problem: not whether you'll make impossible demands of the 1040, but whether the 1040 will make impossible demands of you.



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ATARI 1040STE

WITHOUT IT YOU'RE JUST PLAYING GAMES

GIVING THE GAME AWAY (THAT'S GTGA DON'T YOU KNOW!)

Let's hear a hearty welcome for the new Mr. GTGA, Jason "Dotty" Dutton - without further ado, it's over to you Dot. "In this month's issue I decided that I should try my luck at a couple of the compilations just released on the market. This time I will concentrate on two of Domark's releases, 'HEROES' and 'TNT'".

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS

Mr. A. Chapman from Salford, Manchester sent in this little piece of information for Domark's futuristic romp. It seems that the Reptilion aliens have been causing quite a few problems due to a major hitch within the game - the end-of-level aliens are far too hard to beat. Well, we found them a piece of cake but obviously there are a few of you out there that just aren't up to the challenge. You are all about to be redeemed with the help of a very useful cheat. On any of the end of level baddies, walk right across the fighting area to the wall on the other side. When you reach the wall, keep walking into it (where the two blocks join) and continuously drop bombs. You should now be able to walk through the wall avoiding the evil Reptilion.

F29 RETALIATOR

This is a cheat for Ocean's ace flight simulator. On the enrolment screen, type in your name as 'THE DIDY MEN' and select Colonel as your rank. Next, go to the Selection screen and accept a mission before you choose one, the cheat is now enabled. When flying, pressing the small ENTER on the keypad allows you to land your plane prematurely and complete the mission. All credit goes to yours truly, Jason 'fame at last!' Dutton, for that one.



KICK OFF 2

Here's a nifty little tip for all you Kick Off 2 enthusiasts. Start your game as normal, making sure both of your substitutes are designated as forwards. Now press F10 to bring on one of your subs then before the ball goes out of play, press F5 to send your forward into the opponents goal. It should now be a lot easier to score against him, as the goalkeeper has miraculously changed into a centre-forward. Thanks to Alex Walsh of Hoddesdon, Herts for that one.



MIDNIGHT RESISTANCE

This is an alternative cheat for those of you who experienced difficulties with the one printed in the September issue of STA. Start the game as normal then pause it, now type in SAMANTHA LYON without spaces and the game should now start with infinite credits and lives. Thanks to Miss Debra Abbott of Broughton for that one.

THEIR FINEST HOUR THE BATTLE OF BRITAIN

There is a great tendency to actually switch the ammo option onto unlimited. The only problem is that you are cheating yourself as you are not awarded as higher point score as you would if you were playing with normal ammunition. Here's a little tip if you run out of ammo during your battles. Descend as close as you can to the ground or sea and then glide slowly up again. Keep repeating this procedure and keep an eye out for the enemy planes as they should follow you down. If everything goes right, and you manage to stay as low as you can, the other planes will follow and then smack into the ground below.

HEROES COMPILATION

'Heroes' contains three film licences, LICENCE TO KILL, THE RUNNING MAN and STAR WARS. The other title is an arcade beat-em up in the form of BARBARIAN II.

LICENCE TO KILL

As far as I know, there isn't any cheats available but if any one out there knows any different, then drop me a line and enlighten me.



THE RUNNING MAN

Once again there doesn't appear to be a cheat for this one, then again do you need one?

STAR WARS

Leaving the cursor in the middle and keeping your finger on fire, makes sure that you don't get hit in this ace space blast.

BARBARIAN II

No tips available for this one unfortunately, but if you want the maps for all of the levels, write in and I will forward them on to you. Send your S.A.E. to me, Jason Dutton, at the following address: GTGA, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

COMPILATION TNT

XYBOTS

Typing ALF on the high-score table gives you infinite lives and credits in this great arcade conversion.

TOOBIN'

You will have to work this one out for

yourselves, cos' I haven't got a cheat for this watery escapade.

APB

Typing ALF on the high-score table allows you to start on any day and have infinite demerits.

DRAGON SPIRIT

Pause the game by pressing the F9

then type in DRAGONHEAD and press F10 to start you with infinite lives.

HARD DRIVING

When you begin, drive up to the first hill on the speed track (just after the fork in the road). When you are in the air put the gear stick into neutral and you can then drive round the track without skidding.

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Panic! The Governor's daughters are missing! "Search the Badlands" goes out the cry, "send for Pete Coyote with his quick fire guns and steely glare."

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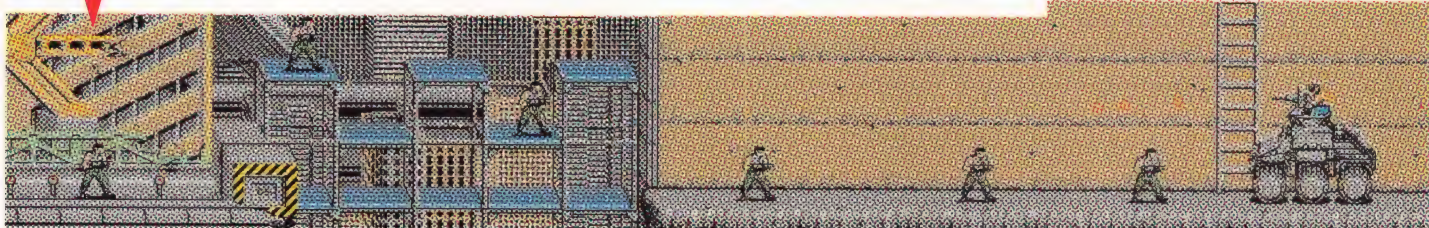
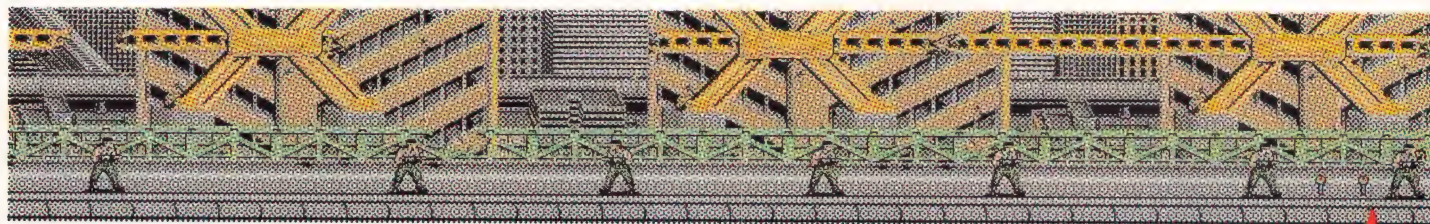
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

REACH OUT FOR THE POWER OF ARC ATARI ST · CBM · AMIGA

ARC, P.O. Box 555, Slough SL2 5BZ.

GTGA PLAYERS GUIDE – MIDNIGHT RESISTANCE

This month, our man in the field, Major Jason 'Mad Dog' Dutton, tries his hand at Ocean's futuristic shoot'em-up. With his trigger finger itching and his gun barrel steaming, our man ventures deep into the depths of the enemy's hidden head quarters - take no prisoners!



TEN TOP TIPS'N'TACTICS

To help your man survive the horrendous onslaught of enemy troops, follow these tips.

1) FIVE TIMES THE FUN

For a faster rate of fire, switch on your Auto-fire (if you have one) then hold down the fire button. You will now fire five bullets instead of the usual one.

2) MAKING PRETTY PATTERNS

Try to remember the pattern that the enemies appear in so you can anticipate them attacking, their positions never change.

3) WEAPONS OF DESTRUCTION

The most useful weapons to have are the Flame-thrower and the Homing Missiles, which both do the most damage out of the ones available for all of the levels.

4) TANK ATTACK

When fighting the tanks the easy way to render them harmless is to shoot the guncarrier, who only takes about twelve hits. You can then destroy the shell without worrying about the bullets from the gun.

5) COMBAT CORNER

If you manage to get this far, here's the easy way to defeat the end of game baddie (the head). When you enter the shop before the last level, choose the Shower and the Three-way as your weapons. Now, all you need to do is stand in the bottom right-hand corner and keep firing to the left. Nothing will be able to kill you. The head should now be destroyed and you've saved your family, Yippee.

6) BONFIRE NIGHT!

After you have been through the conveyer belts, you come across the rocket firing tank. To defeat this metallic monstrosity all you need to do is immediately after it appears, make your way down to the bottom left hand corner of the screen. You should now be underneath it, making it simple to kill.

7) SHIP AHOY

The warship can be quite a toughie unless you know what you are doing. To blow this mother up, just keep jumping and firing diagonally from left to right as the screen scrolls and you should see the destruction of this one quite quickly.

8) ESCAPE!

Once you have entered the weapons screen where your family are being held captive, you must now choose who you are going to rescue. Each member that you free rewards you with a weapon, the people who usually give out the most useful items, i.e. the Flame-thrower and Shower, are the first, third and the last.

9) DULL EFFECTS

When you are in the weapon selection screen, don't waste your keys on the Sparkle weapon enhancer, it has no effect at all.

10) HITCH A LIFT!

At the beginning of the game if you climb onto the jeep and stay in the middle, all the enemy soldiers you pass will automatically be killed giving you free passage to the scaffolding.

The first level is split into two halves both of which are joined by an arrow. At the end of each level you'll be allowed to use the keys you managed to collect to gain extra weapons and lives; if you can afford them, choose homing missiles and flame-throwers. Although level one is based on ground level, the 2nd level actually takes you deep within the enemy base. GTGA offers you ten tips on how to destroy the enemy hordes.



RANX



**YOUR
MOTHER
WOULDN'T
LIKE IT!**



From Rome to New York, psycho-plague is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

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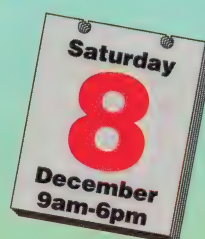
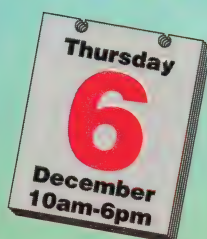
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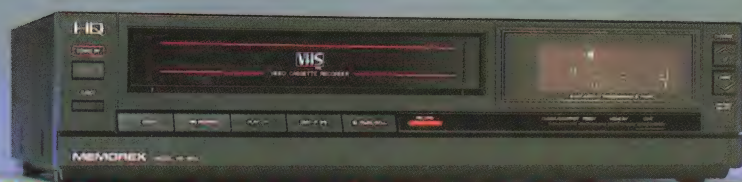
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YES! I'D LIKE TO WIN THAT TASTY VID AND TV!

As you will have gathered, our feature article for this mega issue is all about role-playing games and those kind and loving people at Rainbow Arts have decided to give away a TV and video, as well as 35 copies of two previously released Rainbow Arts software titles, X-Out and Conqueror. All you have to do is answer five easy peasy questions based around Role-playing games and send your answers to us here at ST Action. Once you have found the answers, write them down on the competition slip below.

All entries must reach us by 30th November 1990. Send your answers to: Role-play It Out, ST Action, Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP

QUESTIONS

- 1) What does HP stand for?.....
- 2) In Legend of Faerghail, who make very good magicians?.....
- 3) How party members can you have in Legend of Faerghail?.....
- 4) In Pool of Radiance, how much does a sling cost?.....
- 5) What is the name of the dwarf in Dragonflight?.....

Name.....

Address.....

Postcode

**PLUS 35
RUNNER-UP
PRIZES!**

ROLE-PLAY IT OUT!

Nightbreed Level 1:

1. Sons of the Free - Punching, kicking or shooting all have the desired effect on these corrupt law enforcement officers.

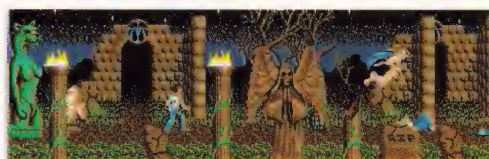
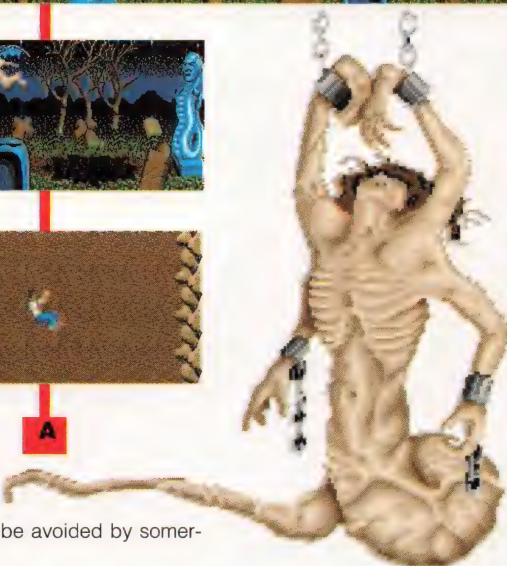
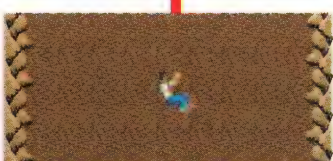
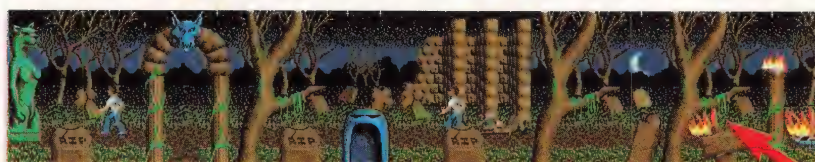
2. Scorpion - You must punch or kick to rid yourself of this stinging enemy. The gun has no effect on these creatures.

3. Eyeballs - These enemies stun you if you look directly into them. They cannot be killed so just avoid them.

4. Neckend - This character must be kicked or punched several times before he will be defeated. No bullets have any effect on him.

5. Mask - He is Decker's alter-ego and must be kicked or punched several times before he is defeated. The gun can be used against him.

6. Lude - Occasionally rushes out from one side of the screen to another, slamming Boone against the wall. Lude cannot be killed and must be avoided by somersaulting over him.



Level 2: Midian

B

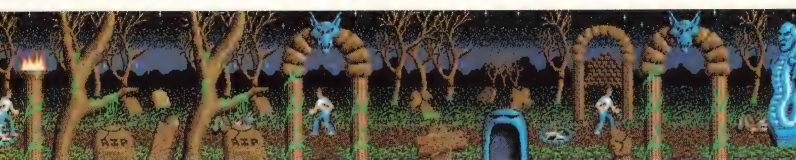


Carefully avoid the Sons of the Free and collect the second key, which you'll need to access the Beserkers' chambers in the later levels. Remember to visit Baphomet before opening the door.



You'll need key 1 to unlock the door at the left hand side of this screen.





our horrific mission starts here.



Get Key 1 for access to later levels.



B



Should you enter the second pass key at the beginning of the game, you'll start here.

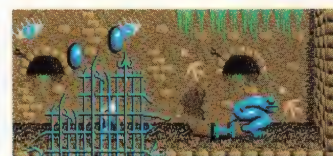


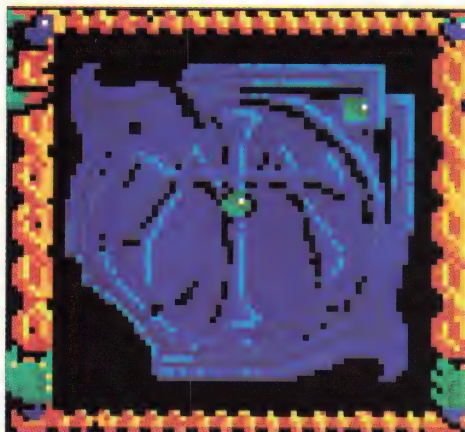
1. When confronting the Sons of the Free, the best form of attack is the front kick. With this you only need to hit them twice on the first level and three times on the second before they die.
2. Always be careful when approaching timebombs. After they appear on screen you only have five seconds in which to detonate them before they explode.
3. Try to transform into the breed as often as you can. When you transform your kicks, punches and somersaults are all twice as powerful, so you can do more damage in less time.
4. Before descending to a lower level make sure you have collected the key from the level you were on. There are three levels and three keys, one key on each level which you will need later on in the game.
5. During your travels you will come across floating blue bubbles, which if stood on will increase your energy back up to maximum. They cannot however replace lost lives.
6. Make sure that you do not attempt to free the Berserks before you have been baptised by Baphomet otherwise they will rip you to shreds.
7. Not all creatures can be shot so be careful who you fire at – save ammo for harder enemies.



After completing various stages of the game, you will be presented with a diagram of a Pass Key. At the beginning of the game you can enter one of the keys which will then allow you to start from one of four locations, depending on which Pass Key you have entered. The only drawback is that when you put in a key, you will lose one or two lives depending on how far you have progressed into the game.

1. **Upper Midian** - After entering this key, you will begin at point A on the map. You will also start with key one in your possession.
2. **Necropolis** - This key will start you at point B. You will need to collect key three and be baptised, before attempting to free the Berserks and lead them to safety.
3. **Baphomet's Chamber** - Outside the chamber at point C is where you begin after entering this key. You now have all the keys and have been baptised. All you need to do now is free the Berserks and escape with them back to Midian.
4. **Free the Breed** - You enter this key to begin at point D and...shock! Horror! You discover that your girlfriend Lori has been kidnapped by Decker's alter-ego Mask. You must now go back down to Necropolis and rescue her.

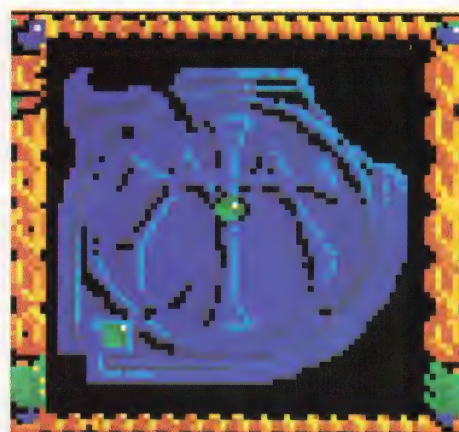




Entering Pass Key one will start you on level 2!



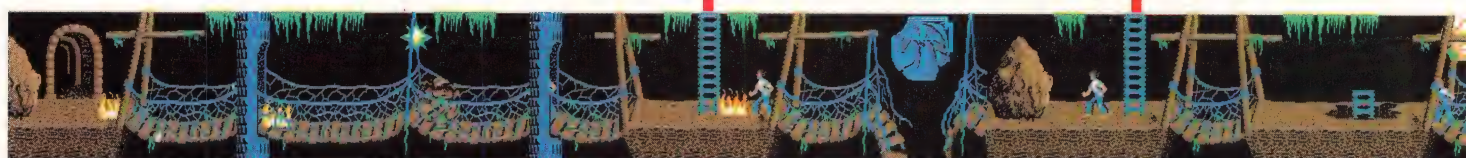
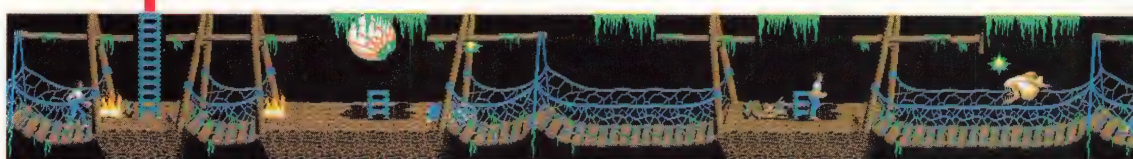
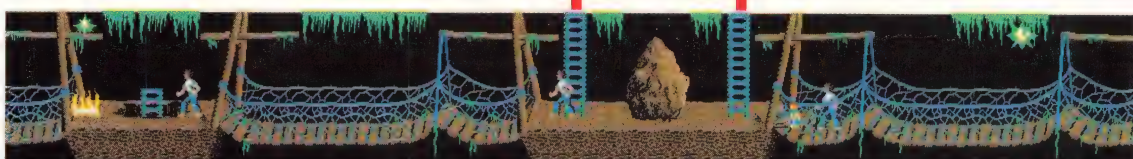
Should you wish to bypass both the first and second levels and collect the first two keys in the process, then try entering this Pass Key.



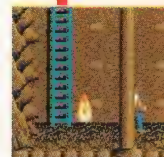
Having entered Pass Key three you'll be automatically baptized by Baphomet and given details of how to save the Breed. You'll also have all three keys.



In order to gain access to the final key, you'll need to defeat Mask. Once you obtain the third key, proceed to Baphomet's chamber located on the lowest level.



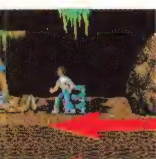
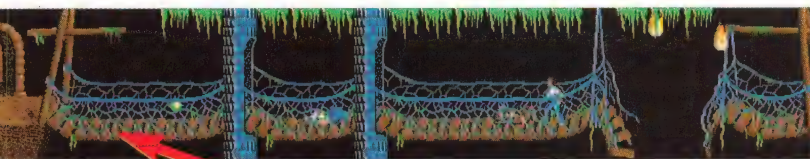
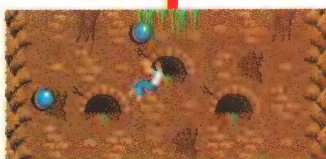
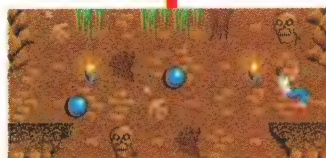
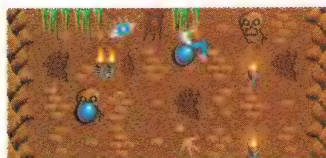
Level 3: Rope Bridge





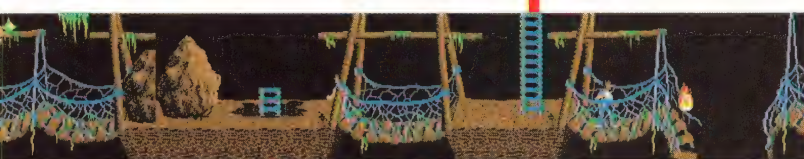
Entering this Pass Key (number four) will see you having freed the Breed. All that's left to do is re-enter Midian and save Lori from the evil Mask's clutches.

Having obtained the first two keys, you must fall into the depths of Lower Midian where you'll encounter the deadly Mask and the God of the Nightbreed, Baphomet.



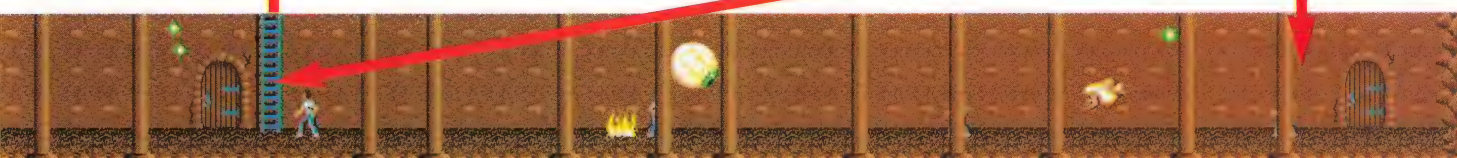
Entering Pass Key 2 will start you here. Collect the third key and head for the lower levels.

Having freed the breed, rescue Lori from Mask.



Only open the Berserker's door once you have visited Baphomet's chamber. Should you enter before you've been baptised, you'll be torn limb from limb.

Entering Pass Key 3 will start you outside Baphomet's chamber. Once you have all three keys, enter the chamber to get baptised and find your true identity - Cabal! Now your problems have really begun, you must now help the Breed to leave Midian.



GIVING THE GAME AWAY PLAYERS GUIDE – OPERATION STEALTH



Operation Stealth is one of the best adventure games I've played and one of the hardest. Part one of this solution should come in handy. The arcade sequences are still difficult so remember to save - often.

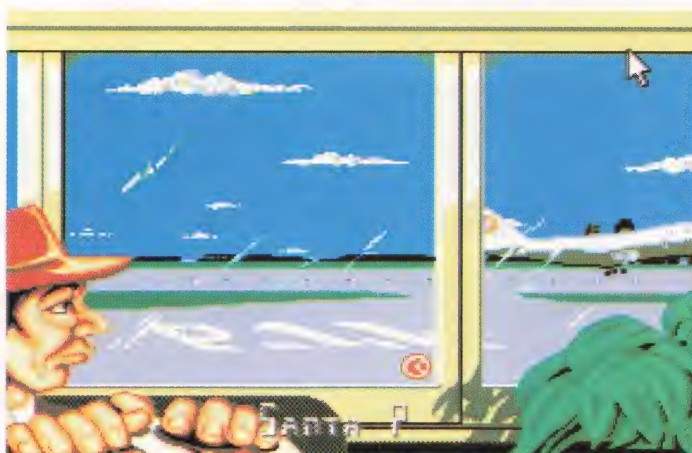
Okay what better place to start than the airport?

AT THE AIRPORT

After arriving at the airport, examine the slot and you will get a coin. Use the coin to purchase a newspaper from the machine. Examine the paper to find out who is friendly with Santa Paragua. John must now make a false passport - the nationality of which depends on who is chummy with Paragua at the moment.

Head for the toilets and hide in the bog. Operate briefcase, take pen, take american passport, examine american passport, take the dollars which are in the passport, operate the calculator(the secret compartment opens), take blank passport(choose nationality from newspaper info), operate validation button: a false passport is produced. Take it and use it on the customs officer.

Talk to the hostess (in kiosk) and she will give you a telegram. The telegram says "Mr. Martinez flight 714". Use the ticket on the guard so you can go and claim the baggage from the claim halls. Check the display for which hall is for flight 714. Examine blue baggage: there is



a label on it which says "Mr Martinez". Take the bags into the toilet.

Operate the shaver that you find inside, you will now find a cable. Use the electric cable on the socket: a message on the shaver says "meet at Mimosas Park, wear a red carnation". Take the shaver and cable, then leave the toilets. Use the passport on the official, go left through the automatic door, wait by the sign for a taxi and get in.

IN THE TOWN CENTRE

Use the bundles of cash on the Bank Clerk. He will then change them into

Santa Paraguan currency. Repeat this operation, you still have some notes left, then leave the bank and go to the flower shop. Use the coins on the florist and collect the red carnation. Go to the park and sit on the bench. Then wear the red carnation. Your contact will arrive, but he will get shot from a passing limo.

Take the offered keycard and go straight to the bank. Examine the keycard and use it on the bank employee - he will then open the safe-room for you. Use the key on the safe whose number matches the number on the card. Operate the safe lock, now take the envelope and the small box. You should now be caught by two Russian agents and left tied up in an underground cave.

Operate the ground and you will find a piece of metal. Use this on the rope you're tied up with and you should free yourself. Take the pickaxe. Examine the wall, part of which should have a draught coming through, and operate the pickaxe three times to break it down.

UNDERWATER SCENE

Using the left mouse button, swim towards the right. Avoid the rocks. Go up to the surface periodically for air (keep an eye on the red oxygen

indicator). After the water you arrive back in town.

THE HOTEL

In front of the hotel, sitting on the beach, is a man selling inflatable bracelets. Use coins on the man to buy a bracelet, then go into the hotel. Get into the lift and go to the second floor, then use the stairs and go to the third floor. Turn right and operate the door and go in.

A woman called Julia will then threaten you with a gun, and then the men from SPYDER organisation and OTTO(your double) kidnap both you and Julia. They take you to a boat and as soon as they start talking operate the bracelet. The men from SPYDER throw you and Julia overboard, weighed down by blocks of concrete.

Let yourself drop down as far as the sea bed and then operate the bracelet. Swim towards Julia by holding down the left mouse button, then operate her and she will be freed. You will now automatically back up to the surface where a friend of Julia's is waiting with a boat. He will take you through the jungle to the resistance headquarters. From there you will be taken to General Maniqua's palace.

THE END

That peeps, is all you are getting this ish. Check out next month's issue for part two...Happy gaming.





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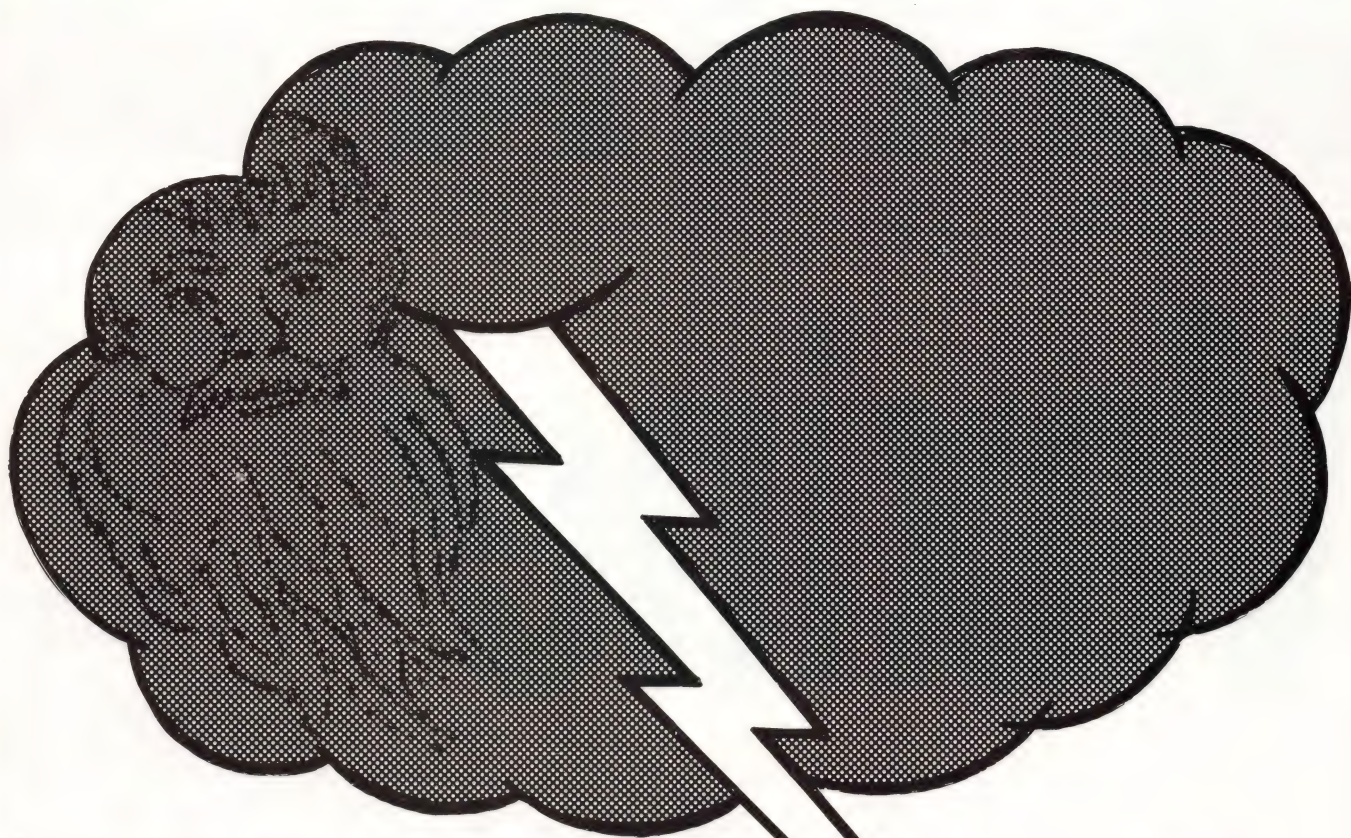
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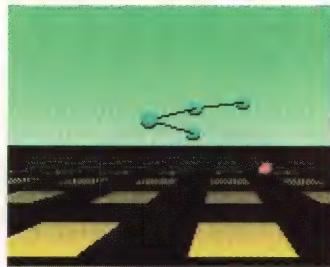
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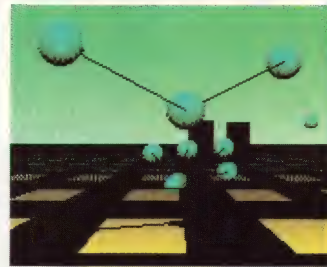
I'VE GOT THE ANTIDOTE TO THOSE NASTY ALIEN CELLS



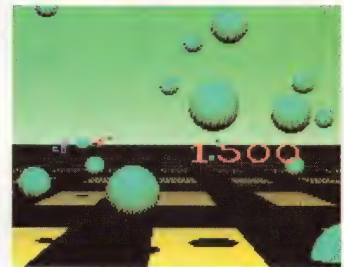
On entering the human body, you are informed of where the alien cells have started their infection. Taking note of the sign, you zoom ahead



Cautiously moving ahead, you manage to spot the virus. Make sure that you have the correct antibodies otherwise you won't be able to destroy it.



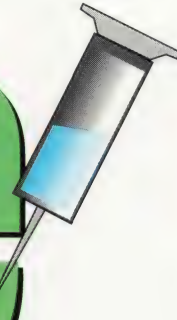
Arming the antibodies, you fire relentlessly at the alien virus cells. The craft moves so fast that it can prove awkward to hit the cells.



Aiming your craft, you let fire with three antibodies. The alien cells explode and you are then awarded a bonus score.

Vaxine

U . S . G O L D



The pure complexity of the human body has fascinated scientists for hundreds of years. None more than the doctors and surgeons who have strained to learn more about the complex defence mechanism of the body. It seemed that the defense mechanisms within the cells were starting to hold their own and the battle against disease and viruses was being won. Unfortunately, as time progressed, the alien cells, or viruses, became more powerful and the human defence mechanisms started to fail. The cause was found to be a particularly strong strain of mutant cell which was capable of overwhelming the body's defences until the carrier became terminally ill and eventually died.

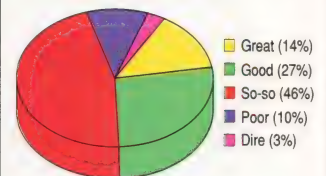
Scientists were totally baffled and it seemed that the virus was here to stay, until a company, named

Vaxine, created a special device that was capable of shrinking any object to any desired size. The company was also working on a futuristic craft at the time and it was discovered that by shrinking the craft and then injecting it into the host's body, the virus could be found and possibly destroyed. The chances of success were slim but this was the last hope in the losing battle against the alien virus.

You have been called up to control the craft in its journey against all odds. The virus cells are shown as spheres that bounce around the screen. The cells will bounce around until they come across another virus cell, at which point they will join through a connecting black line. Once they have connected with each other their strength will increase and they will then head

towards the body's defence cells which are indicated by half-spheres. To shoot the alien cells, you must fire antibodies at them. You only have a limited supply, although you can earn extra antibodies by shooting the virus cells with the incorrect antibodies. Black doorways also appear which you can fly through. These will freeze the alien cells so that you can have a look around to see where the most dangerous cells are. This is only temporary, though, and once it wears off, the cells will continue on their journey of destruction. Vaxine can be controlled through the mouse or a joystick and there are plenty of different levels which range in difficulty. Provided that you have the correct antibodies selected and that you get to the virus before it grows you should be able to destroy the alien virus before it takes over.

PUNTER-POWER™



GAME: VAXINE
PRICE: £19.99

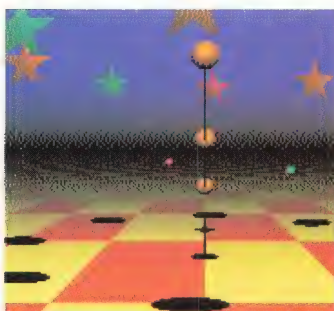
Vaxine proves to be initially confusing. The bold colours and fast animation making play a little baffling to the beginner. However, after a few test runs, players soon become adept at zapping the invading viruses.

The best control method is via the mouse and exploring the play area for invading bodies is made really easy by the signals given by the computer.

Vaxine's only shortfall is in its wayout wackyness. Like its predecessor, E-Motion, the game is definitely different, and because of this many people will be put off of it. However, our advice is persevere, it's worth it!

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=78%

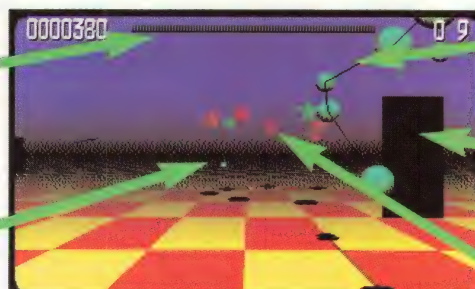


As soon as you begin the game you will see a row of stars that rotate in the air. By shooting these you will be awarded a bonus score and extra antibodies.

A SHORT LESSON IN HUMAN BIOLOGY

This bar chart indicates how many antidote cells you have left in your weapons stores.

Looking into the distance, you notice an alien virus just waiting to attack one of the body's natural cells.



Arm your weapons and fire away with the antibodies. Make sure that you have the correct ones

If you enter one of the black doorways then the action will be frozen and you will be able to look around at will.

If you shoot the stars you will be awarded a bonus and extra antibodies.

CadaverTM



Deep in the heart of darkness lies a swamp. In the centre of the swamp there stands a castle. And deep inside the castle the Necromancer waits.

His history is steeped in blood: A feud between the kingdom's heirs, a battle won by magic and a massacre that stained the battlements red with blood. In the aftermath many adventurers tried to unravel the enigma. None returned alive.

But fate has nurtured a hero. No valiant knight or swarthy soldier but a liar, a mercenary and a thief. Karadoc the dwarf is destined to go where men have failed, to come face to face with the Necromancer and probe the darkest mystery known to man. His motive? Not honour or love or a personal feud; not a crusade against evil or a deep hatred of Necromancy; but treasure! and Castle Wulf is bursting at the seams with it... Cadaver is the interactive fantasy adventure you've been waiting for. Stumble through a labyrinth of age-old passageways, explore the mystic contents of Wulf's secret rooms, battle to the death with hideous monsters, grapple with supernatural traps and puzzle over the enigmatic spells of Necromancy.

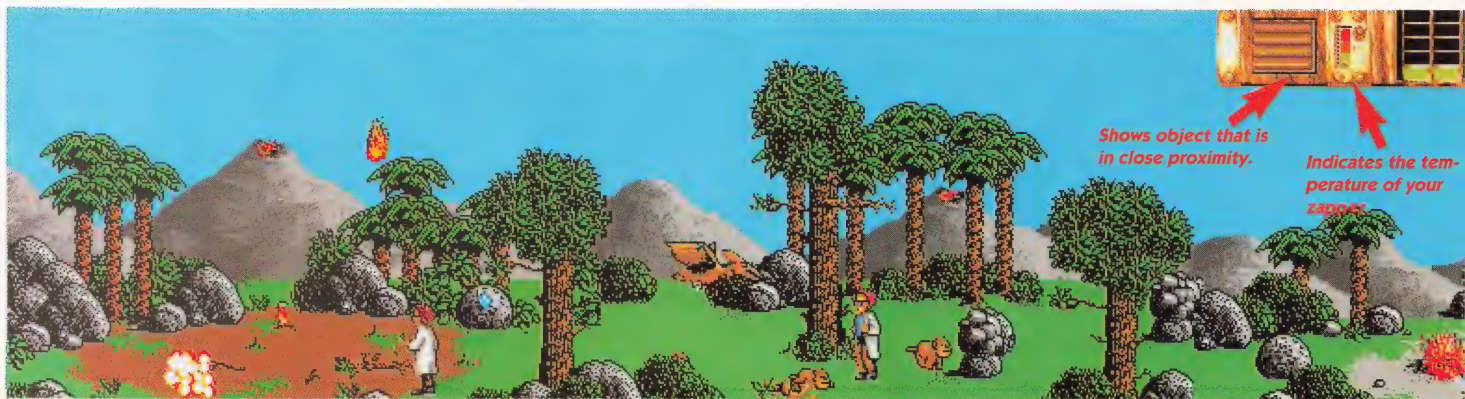
- A complex interactive game environment with hundreds of different rooms and locations.
- Mind-bending puzzles.
- A wide variety of available weapons.
- An array of spells and mysterious magic potions.
- A vast menagerie of monsters, including mutated rats, man-size water lizards and gigantic fire-breathing dragons.

Cadaver – survive it and it's an experience you'll never forget.

Image Works Irwin House,
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London SE1 0SW,
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Screen Shots from Atari ST version
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After just watching a lively documentary explaining how certain special effects were made possible in the Back To The Future film trilogy, it became apparent to me that the craving of the public at the present time, and for the past few years, is to be able to travel back and forth in time.

Time travel is no longer being regarded as beyond technology. There are an increasing number of people who believe that travelling between various eras is going to be feasible, eventually. Of course, there are some people who believe it's a complete load of waffle!

Professor Potts from the Institute of Unbelievably Clever Eccentrics was always optimistic about time travel. The poor old fellow spent most of his years working on a machine that would enable himself to visit periods of past, present, and future. After much tweaking and turning of vast numbers of knobs and switches, Potts made his life-long dream come true - he had invented the world's first and only time machine.

This is where the uncanny resemblances to the BTTF films increases even further. Not only does Potts appear remarkably similar to Doc Brown with his untidy hair and mad looks, but he is also attacked by terrorists while testing his time machine. I may sound critical, but the BTTF computer games have already been

Time Mach

A C T I V I S

published - surely the introduction could have been written with a little more thought and imagination even if it is supposed to be a parody. Nevertheless, it is only a small criticism and shouldn't be taken too seriously. Remember, gameplay is always the most important aspect of any piece of software.

The terrorist attack throws Potts into a time warp. When Potts arrives at his new time and destination, he finds himself way back in the prehistoric times - even before Man had evolved. It is your task to help nature along so that you can go back to the future. If the world doesn't evolve, neither will you! By pushing nature in the right direction, you will create other time zones such as the Ice Age and so forth.

To begin with, you must start the

cooling of the planet. As you do so, you will be rewarded with the development of Man from a monkey to a furry caveman. Once a new time zone has been created, you can travel between them. You may have to return to certain time zones because nature is not evolving how it should be. This will affect later eras. To help you in your many time jumps, you have a certain number of time modules which can be dropped at strategic places. With the press of a key, Potts will travel to the module you indicated. This will save time when having to encourage nature to play the role you want it to.

The ultimate aim of the game is to save your time machine from being attacked in the year 1990. This means you will have to manipulate time to prevent this from happening.

If you don't, then time will force you to go through the same rigmarole over and over again until you do.

Luckily, you are equipped with a little firepower in the form of an electricity bolt that shoots from your fingertips. Presumably, this will come in useful when trying to stop the Millwall football fans from rioting in the late Eighties. However, your weapon is prone to overheating very quickly at which point it will no longer shoot. Fortunately, it cools just as quickly as it warms up.

As you pick up objects, and use them in the correct way, you should find yourself progressing through the ten million years from your starting time zone to the time zone you truly belong to. The main requirement from you, the player, is to have a little knowledge about the earth's history.

THE ICE AGE

Luckily, the professor has his warm laboratory overall to keep himself warm in this chilly, challenging period of time. The monkeys from the previous era have now developed into head-hunting Yetis!



THE PRIMEVAL ERA

Once the professor successfully manages to warm up the planet again, the ice melts, and the next time in the Earth's history is created. The professor is now half-way to his almost impossible goal.



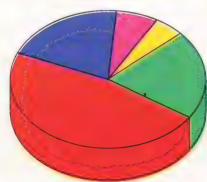


Time Machine

Such basic knowledge will help you to understand the problems in the various time eras and also help you to solve them.

Time Machine is one of those walkabout puzzle games that remind me of my childhood playing the marvellous eight-bit games like the Everyone's A Wally series. Taking control of Potts isn't a job for crazy blasters but should keep those who like to think a little, quiet and happy.

PUNTER-POWER™



GAME: TIME MACHINE
PRICE: £24.95

Mev Dinc and the Vivid Image Design team have worked hard on Time Machine. The game is a well balanced mixture of arcade gameplay and adventurous lateral thinking. The action takes place over twenty-five well-drawn sections and, although you may think it all sounds a little too easy, the puzzles are all interlinked, offering an impressive challenge. Although the game will take quite some time to complete, Time Machine won't hold much lasting appeal.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=74%

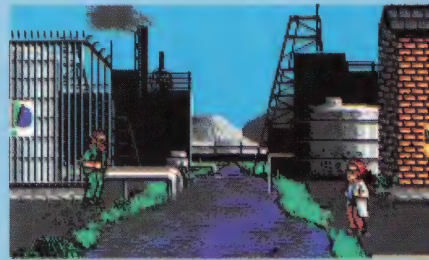
THE MIDDLE AGES

The mad-cap professor continues his quest through time in another era that will call upon all his inventive skills.



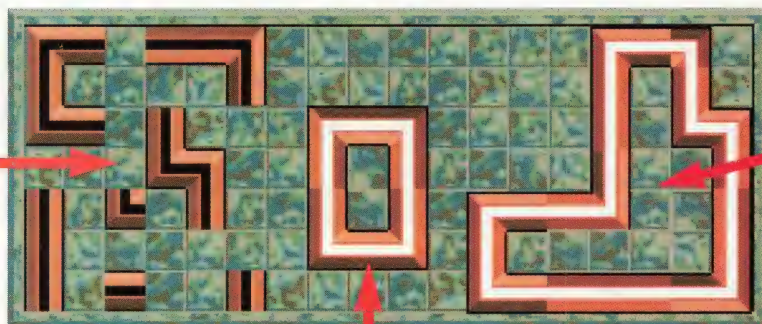
TWENTIETH CENTURY

Back in his own time, Professor Potts now has to prevent the terrorists from blowing up his time machine again.



LOOP EVOLUTION FROM THE BEGINNING OF TIME - FROM AN AMOEBA TO A MONSTER!

There are numerous oddly shaped pieces that you may have to place to form the required loop.



Not all loops have to be in the shape of...a square. The aim is to just create a link in any form possible.

Here is the perfect loop and can be quickly and easily created by adjoining a number of very small pieces or by using some of the much larger and awkwardly shaped pieces that you may be presented with at any time during the game.

Loopz

AUDIOGENIC

Last month, I remarked on the simplistic idea behind Plotting and how returning to the basics had seemed to have paid off for Ocean. Of course, it is the game buying public with their hard earned cash that will ultimately decide this. The next software house to give the basics a bash are Audiogenic with an even simpler game in terms of graphics and gameplay.

Also last month, shapes were a very interesting aspect of games. In particular, I am referring to triangular influences in Palace's dubious 3-D tennis game. Again, we are returning to shapes to satisfy our passionate gaming desires but this time with loops!

Loopz involves you being in control of randomly selected pieces of tiles in all shapes and sizes. With these pieces, you must arrange them onto a reasonably large playing area until you form the required loop.

To help with your arranging, the pieces can be rotated, consequently making it that bit easier for you to succeed in your task. Increasing the difficulty of the game comes in the form of not being able to have pieces crossing each other. As the playing area becomes more cluttered, you can imagine the problem of trying to fit the pieces into the area as space becomes increasingly

rare to find.

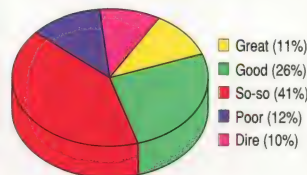
While struggling to place the shapes (by means of a mouse), you are continually aware of the time limit that is quickly becoming shorter and shorter. If the time runs out, you will lose one of your few lives.

Not being able to fit a piece into the area will obviously cause your time to diminish to nothing, but on your next life, you are given the chance to remove any piece you want to, hence creating the vital space you needed to continue. Don't just lift any piece, though - think about which piece, when removed, would be most advantageous and this will help your progress.

Once a loop has been created, it will disappear and you will be awarded with a lot of points. By thinking about where to create and complete a loop, you should find that you are able to keep a clear area for following loops. It won't help you if you just form them anywhere you fancy without considering the consequences.

The object of this unusual piece of software is straightforward - earn as many points as you possibly can. The frenzy of the game is very intense throughout, and it is the quick-thought strategy and sometimes pandemonium that are the intended ingredients of appeal for Loopz.

PUNTER-POWER™



GAME: LOOPZ
PRICE: £19.99

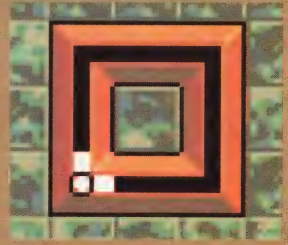
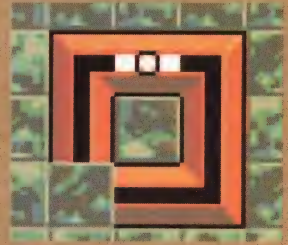
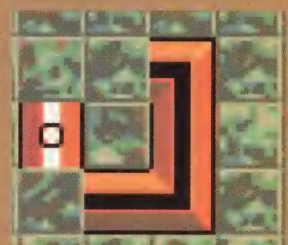
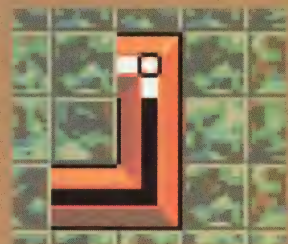
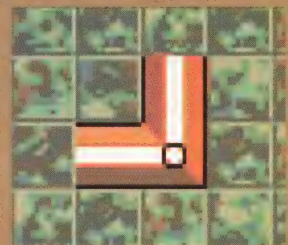
Loopz is one of those misleading games which have poor, uninteresting graphics and lack in exciting and stimulating sound, but has that frustrating addictiveness in terms of gameplay. The lasting appeal, however, is a little dubious. It reminded a number of our Punters of Pipemania with a hint of Tetris. Loopz is worth a look but I'm not sure if it is worth the asking price among today's more sophisticated software pieces - a budget pricing would have been more realistic.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=77%

GOING LOOPY!

The development of a loop is not that simple. It takes a number of complicated pieces before one can be completed. Only then can the loop be used to its full advantage.



CHRONICLES OF OMEGA

A MAGICAL QUEST
WHERE GOOD...

...CLASHES WITH
EVIL...?

In the far off land of Omega, the peaceful existence of its people is thrown into panic as the jealous forces of evil abduct the children one by one. Hate and unhappiness spreads throughout the land until a fateful mistake is made one of the magical twins - Alvin and Irma - is taken captive.

As the remaining seventh twin of a seventh child, your desperate quest brings you in conflict with the footsoldiers and Champion Warriors of the Evil Demon. Aided by the kindness of the Good Witch and your own mystical powers, battle your way to the Demon Castle for the final encounter and ultimate freedom for your twin and friends.

Screenshots from
ATARI ST

ATARI ST
& AMIGA
£19.99

ARC
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REACH OUT FOR THE POWER OF ARC
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Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

Badlands

D O M A R K

Car racing games have always proved a firm favourite among computer gamers, and none have proved more popular than the Super Sprint-style games. Badlands is the latest offering based on this theme

but the game has been revamped and offers new and more complex challenges. Up to two players can participate in a game which consists of three cars that must charge

around several different racetracks, the direction is indicated by flashing arrows. In a one player game the other two cars are controlled by the computer, only one is controlled when a two player game is in progress.



THE DESERT - Watch out for sand and keep an eye on the direction indicators as this level can be confusing.



THE VOLCANO - The major difficulty of this stage is safely negotiating the roundabout. Try and cross the gateways.



THE OIL REFINERY - Be careful when entering the centre of the cross as cars coming the other way will crash into you.



THE PRISON YARD - This level has opening and closing doors which will crush your car if you cross them at the wrong time.

WHAT DO SPANNERS MAKE? ADD-ONS!



ADD-ON SPANNERS:

These will appear at certain locations around the track and you'll have to drive over them if you are to collect them. The spanners will allow you to purchase add-ons for your car.

POOLS OF WATER:

May look pretty harmless but hit it too fast and your car will skid uncontrollably. If you're lucky you may end up facing in the right direction.



UNDULATING SPIKES:

These are a real pain. Hit them and you may lose the race. Not only do they damage your tyres, they also slow you right down. You'll have to drive around them carefully if you want to avoid them

GATEWAYS - AN OPEN AND SHUT CASE:

The gates open and close randomly, so you'll have to keep your eye on them otherwise they may close on your car and destroy. Get through them safely and you may take the first place.



MISSILES: If any of the other cars get in your way then you can blow them away.

TYRES: In some of the tracks you will encounter spikes that will damage your tyres. Buy new ones in exchange for old ones.



TURBO: As you progress further into the game, the other cars will get faster. Buy the turbo for that extra push at the start grid.

SPEED: You can build up your overall vehicle speed which will help you when racing on the harder levels.

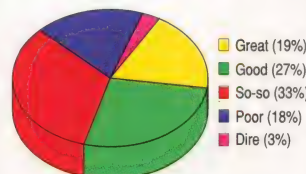
SHIELDS: These will protect you from enemy fire and the guns on later levels.

STATUS BAR: Here you will be able to glean valuable information on your progress

Before you begin your game, you are presented with an options screen which allows you to reset the laps and alter the joystick controls if you find the default one a little uncomfortable. Once you are happy with the set-up, you can then enter into the races. The first race takes place within the city and the three cars must tear around the tight corners and complete the four laps. While the cars are jostling for first place, hazards appear randomly around the track. These include; spikes that will puncture your tyres; holes that will spin your car and possibly even destroy it and water puddles that will slow you down. You'll have to control your vehicle with great skill if you are to avoid the hazards. By driving over the spanner icons you will be able to collect them and these can then be used to purchase special add-ons at the end of each race.

If you have not managed to collect enough spanners then you will be penalized and will not be able to purchase the add-ons. As well as missiles, you can buy shields that will protect you from enemy fire, speed, turbo and tires that will replace your old ones that may have been damaged by spikes. The missiles are the most effective of the add-ons as these will allow you to blow the other cars away. On later levels, which include the oil refinery, the desert and the military base, hazards include gaping bridges, gateways that open and close and oil. The final lap is indicated by the waving of a white flag. The chequered flag is produced if you or one of the other drivers finishes the race.

PUNTER-POWER™



GAME: BADLANDS
PRICE: £19.99

Although there have been many Super Sprint clones, and it has to be said that Badlands is a clone, we found that Badlands was in fact the best we had seen. The graphics were extremely small which did prove a little annoying, but they did not detract from the game. A little more variety would have been appreciated and maybe a few more sound effects and as it is, Badlands is a mediocre rally game.

GAMEPLAY: [Progress bar]

SOUND: [Progress bar]

GRAPHICS: [Progress bar]

RATING=68%

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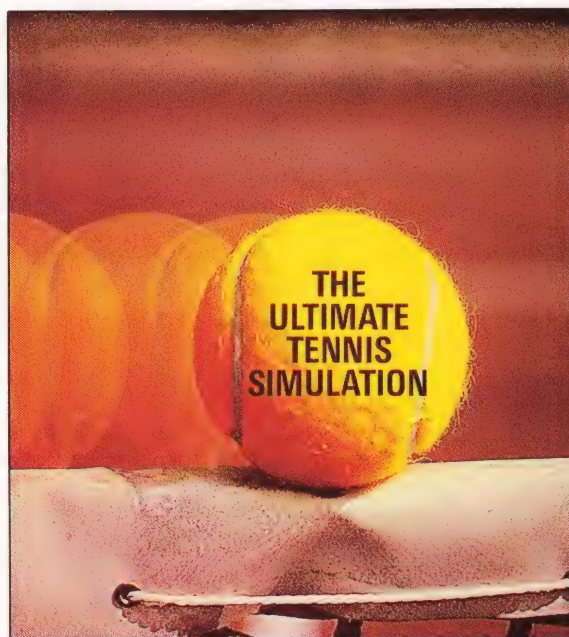
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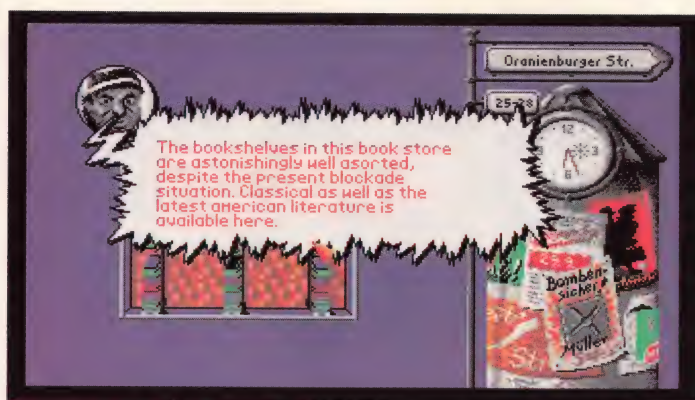
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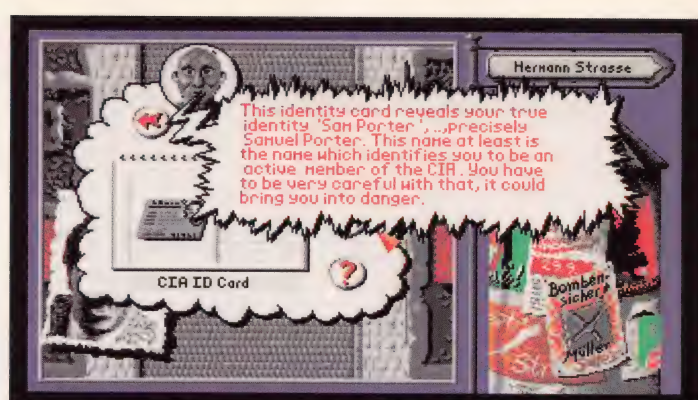
IS COMING...

UBI SOFT

Entertainment Software



Many buildings can be entered by means of clicking on an icon. This particular building is a bookstore which is stacked to the roof with all sorts of books. The narrator who is incorporated into the game gives you a little information which may or may not prove useful.



By clicking the mouse pointer on your own character, you can access your inventory. At first, you don't own much: a note, ID card, money, and other small items. Details of the objects you hold are related to you via the in-game narrator.

East vs West Berlin 1948

RAINBOW ARTS

First impressions of Berlin 1948 were very good. The packaging offered an atmosphere any other game would find difficult to match. As well as the two game disks, also included is an audio tape that has to be played at certain stages of the game, and a comprehensive look at some of the facts and details from the late forties era.

The tape is for use at the begin-

ning of the game when complementing a film sequence on the screen, and also at a later date when watching a film in the actual game itself. As the screen flickers and illustrates digitised photographs in black and white, you get a real feeling of watching an old movie. The tape provides the narration while the screen provides the visual interest. There is a lot of general knowledge to be learnt

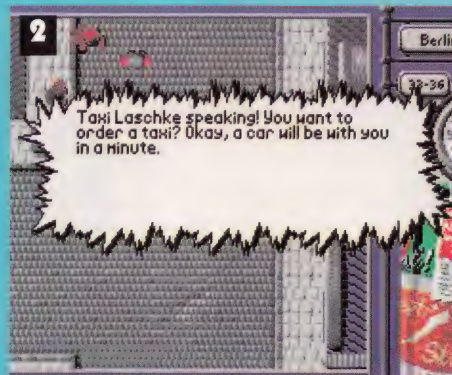
from this, and certain information relates to the game, helping to set the scenario for you. While this proved interesting and entertaining initially, you feel that once you've heard the tape then you probably won't find it quite as enthralling the second time round. Nevertheless, it does create a suitable atmosphere and there is always an option of quitting the tape sequences.

After a tape and graphical introduction along with the rest of the impressive packaging, the game had a lot to live up to. So what does it offer? Well, the story goes something like this: you are Sam Porter, a CIA agent. It is your job to track down an atom bomb that is concealed somewhere in the large city of Berlin. You start the game with very few leads, so you must make some thorough

Secretly journey across the dark, oppressive city of E



You're to contact your agent who's staying on the other side of war-torn Berlin. As you head in his direction, you see a phone across the road. You decide to ring a taxi so as to speed up your journey.

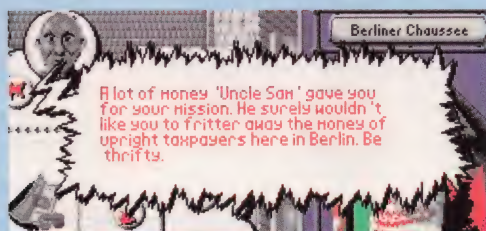
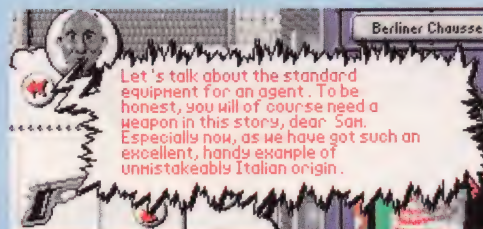
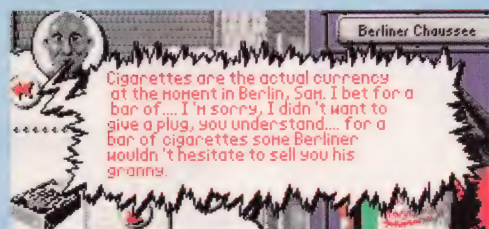
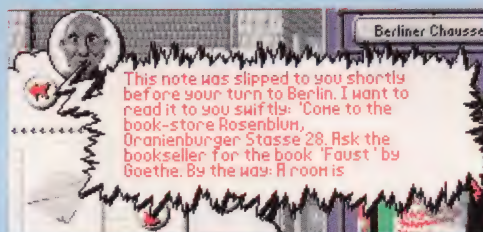
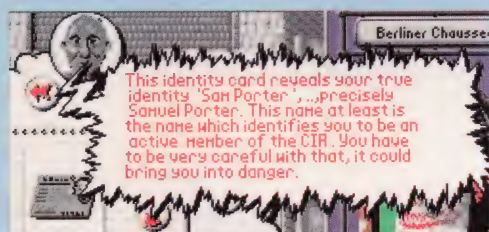


You ring the taxi company, who inform you that a taxi will pick you up shortly. In the meantime, you must stay where you are. Perhaps you could communicate with the passers-by to see what you can find out.



The taxi arrives and you board quickly, glad to get off the street corner as you were feeling conspicuous. You tell the driver to go to 10 Frankfurter Allee where you are to rendezvous with your contact.

STARTING INVENTORY



investigations if you want to discover the bomb's location.

As you can imagine, Berlin is a very large city, and consequently the playing area is also vast, as you walk about the streets. Alternatively, you can always hail a taxi, of which there are numerous journeying about the city.

The streets are filled with people with whom you may interact with by means of walking over to them and then selecting the 'talk' icon. This accesses a menu screen where you can develop a sentence from a number of meaningful symbols. Digitised faces and other graphical represen-

tations such as the bomb itself can be chosen to determine the subject of the conversation, and by then choosing other symbols such as 'who', 'give' and 'where' along with many others, you can build a sentence and the people will reply in their own way.

The manual is supposed to explain how the speech system works but I found it better to experiment with the various icons and learn how to construct sentences yourself as the manual seems to make an easy system as complicated as it possibly can.

By entering buildings, again

done by means of an icon, you can search the rooms or talk to the people inside. You must remember that not everyone can be trusted in these hard times, therefore it is up to you to decide who is telling the truth and what information is relevant. As you have now probably gathered, your task is by no means straightforward.

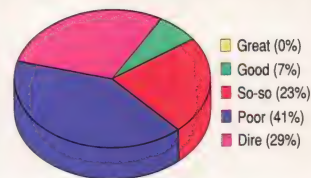
One annoying aspect of the game is the disk drive. To explain further, you don't even have to make a move to set the disk drive on your machine running. This can be very frustrating as it puts the game in a paused state. This frequently happens, and if you're wanting to

progress, it can cause you to become impatient.

The game is lacking in sound which could be argued it is that way because of wanting to maintain an atmosphere of a depressed country, but surely that doesn't exclude just a smattering of sound here and there to break the silence.

Berlin 1948 is certainly a valiant attempt at something different and deserves to be commended for that when the computer market is reaching a stage where inventiveness is lacking. However, I'm not sure if it succeeds as a playable game, though.

PUNTER-POWER™



GAME: EAST VS WEST
PRICE: £24.95

There are some good ideas contained within East Vs West such as the film sequence which involves the computer to provide the visuals and an audio tape to provide the narration. The sequence is much too long, though, and the loading time is extremely annoying. The actual game has some atmospheric graphics but suffers from no sound. There seems to be a lot of depth to East Vs West if you have the patience to explore the game to its full extent - which most people didn't.

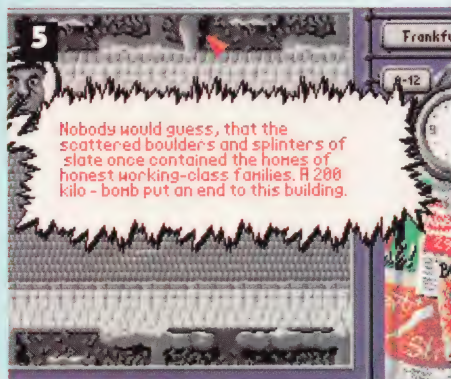
GAMEPLAY:
SOUND:
GRAPHICS:

RATING=47%

Berlin to make contact with your undercover agent



The taxi driver speeds along the streets, making your journey very short indeed. After paying him, you leave the vehicle and observe your dismal surroundings. This can't be the place...



Frankfurter Allee has been flattened by intense bombing. The buildings have collapsed into rubble, and those that remain upright stand as symbols of the death and destruction that come with war.



Realising your contact has probably been killed, you decide to find out for definite. You approach a civilian who you hope can enlighten you about the whereabouts of your agent, but to no avail.



Chronicles Of Omega

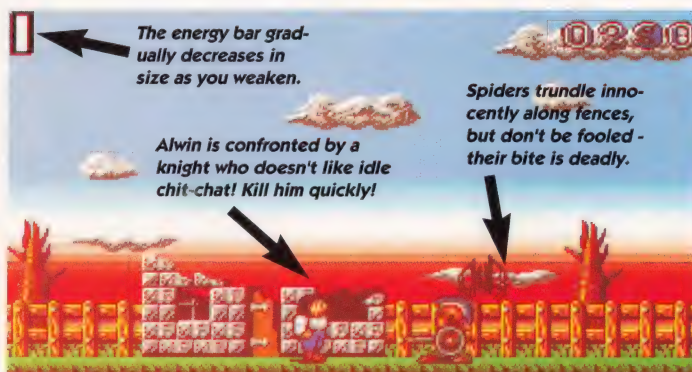
A R C

Chronicles Of Omega is the next clone of Super Wonderboy to appear on the ST games scene. Set over a large map, you take control of Alwin or Irma, and must guide them successfully through many adventures and thrills. Neither character has an advantage over the other but it does allow you to choose whether you want to be a girl or a lad. No sex discrimination in this game!

Your character must trek through villages, forests, and over islands, among other places, to save all the children that have been abducted by the forces of evil. The most noticeable thing about the scenery is its colourfulness and brightness. Along with the merry melodies, Chronicles Of Omega will make the duller of your days much happier.

As you walk along, you will be met by numerous hostile creatures of all shapes and sizes. Swooping from the air are some extremely nasty bees and all manner of indescribable and unpleasant nasties. On the ground are armour-clad soldiers and weird looking monsters, along with large, deadly spiders. Any contact with an enemy will severely reduce your energy which is shown by a bar graph in the top left corner of the screen.

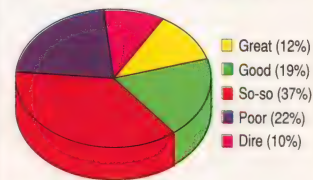
You do have the means available to fight back, however. Both characters are equipped with a



weapon of little power but of unlimited ammunition. When you dispose of a foe, they generously leave behind a gold coin. These coins must be collected as they will help you later on in the game when you

reach a witch's shop. You automatically enter the shop when you pass. Inside, you are greeted by a tasty young woman who offers a variety of goods for sale. Extra energy can be bought, magical wands which

PUNTER-POWER™



GAME: CHRONICLES OF OMEGA
PRICE: £19.95

The Chronicles of Omega is the first game to exploit the STE's capabilities. As it loads, the game checks to see what type of machine it is running on and should it discover the STE's extra power it will use it. The noticeable differences include a stereo soundtrack and much faster and smoother scrolling. The game itself, should appeal to the somewhat younger gamers it being quite easy to master. However, with its pretty graphics and pleasing sound, Chronicles should prove popular with most gamers.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=77%

increase your firepower, shields, and extra lives.

When entering a shop, you do get that feeling of déjà vu, as the goods on sale are always the same, and the witch selling them is also always the same. Maybe she has a large chainstore or something...

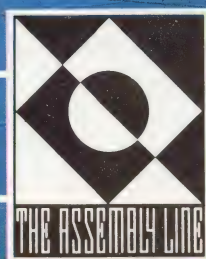
You must wisely choose what to buy by considering what will help your progress the most. The shield is probably the best choice as it enables you to shoot at the end of level monster relentlessly without you having to worry about being shot at yourself. The end of level creatures are large and well drawn. They do lack realistic movement about the screen but this doesn't really detract from the gameplay. Kill the brutes and you can take up the challenge of the next level.



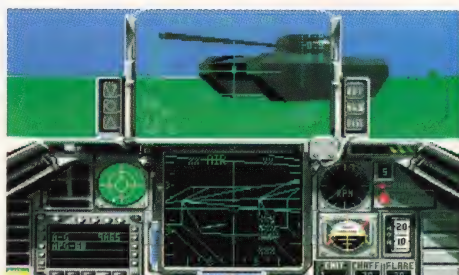
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(Right) There are 12 missions altogether and the object of all of them as a whole is to protect your squadron of tanks. Some of the mission will require that you enter the enemy zone and attack their squadrons of tanks. Use the Mavericks to destroy them but watch you don't crash into the ground.



The Falcon is back, and with a vengeance. Can you take control of one of the most advanced jet fighters to date? Will the enemy destroy you before you can stop them and their ideas of total domination? When Falcon was released it was praised as the best flight simulator available for the home computer and there weren't many to argue the fact. When most simulators later surpassed Falcon, Spectrum Holobyte soon came back with the Mission Disk 1 which offered the pilot new and more advanced missions as well as actually upgrad-

ing the dynamics of the game itself. Now the Mission Disk 2 has arrived and the standard set by the first Mission Disk has been bettered. Once again, Falcon can be praised as the best flight simulator to date.

The new Falcon Mission Disk has been upgraded slightly so that it now contains elements of the F-16C. The new fighter includes more advanced weapons and an ASPJ (Advanced Self Protection Jammer) which jams enemy radar much like the ECM pod but as it is internal it allows more room for extra weapons. You can

choose from a larger amount of enemy planes if you are a hardened Falcon pilot. As well as MiGs there are also helicopters (Mi-24) to fight against.

There are 12 missions to choose from and the basic purpose of the missions is to maintain a larger amount of tanks on the battlefield than the enemy. A new map has been designed and includes oil refineries, factories, railways, encampments, a marshalling yard and bridges. These are the primary sites that will play a major part of your mission. As before, you can load up your fighter with the weapons of your desire, as long as your maximum payload is not exceeded. From here it's up into the air and into battle. All the exterior views have been included as well as a 'rotate-view' which allows you to look all around the plane by pressing other keys. The missions vary in diffi-

culty from intercepting enemy planes to destroying a whole squadron of tanks. You'll have to become accustomed as to which weapons do what as you'll need to swap between them fairly regularly. Once you have completed your mission you will be instructed to head for your runway.

The mission is only fully over when you have actually landed your bird.

For every mission you complete successfully, you will be awarded a ribbon. Each mission is worth a certain amount of merits and these can be won even if you don't complete your mission. Should you hit any additional targets and land safely, you will be rewarded with bonus points. Should you complete the mission but fail to stop the enemy you will lose your right to a ribbon and face disgrace back at camp. Crash your F-16C and you will become just another statistic of the war.



Falcon Mission Disk 2

MIRRORSOFT / SPECTRUM HOLOBYTE

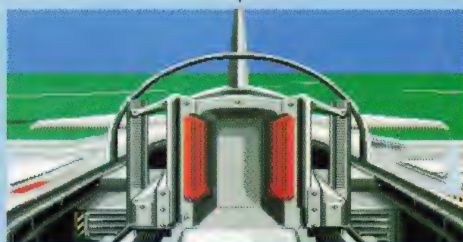
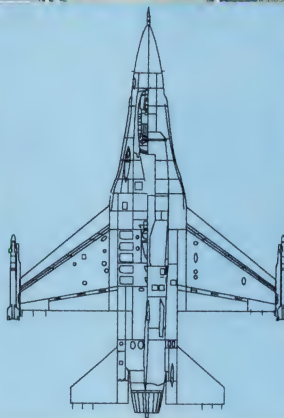
THE F-16C COCKPIT (LEFT SIDE) - The left side of the cockpit displays the radar screen, master caution light, stores panel and threat warning systems. From here you will be warned of any enemy planes that have entered your airspace. They will appear as a white blip on the radar display and you will then be able to load your weapons using the stores control panel.



THE F-16C COCKPIT (RIGHT SIDE) - The right side of the cockpit panel displays information about your plane. The flaps, brakes, wheel brake lights and the autopilot light are all displayed here. When they are switched on, the lights will be green. The RPM gauge and Attitude director indicator are also displayed alongside the stall warning and angle of attack indicator.



THE LEFT AND RIGHT SIDE VIEWS - The left view of the F-16C indicates your yaw and pitch controls. These prove invaluable if your HUD is inoperable due to damage and the yaw and pitch cannot be seen through the HUD. As well as the fuel gauge, a compass is also included and landing gear lights which will indicate whether the wheels are up or down. The right side view shows all the caution lights. These are invaluable and display the state of the flaps, stores, brakes, whether or not the gun has jammed, the afterburner, radar and engine. If there is reason for concern then the lights will come on.



THE REAR VIEW - If you should overshoot your target then you can switch to the rear view screen. From here you will be able to see any enemy aircraft that may be trying to sneak up behind you. Enemy missiles can also be seen, although you'll have to be fairly quick if you're to swap between the front and rear views in order to out manoeuvre a missile that has locked on.

OH! THE VIEW IS SO LOVELY!

SEARCHING, TARGETTING AND DESTROYING THE ENEMY

DESTROYING THE ENEMY - There are plenty of MiGs for you to fight it out against and you can also choose their experience of air-to-combat. Finding the enemy can prove quite difficult at times so it is always wise to keep the mission briefing in the manual at hand. This will give you some idea of where the enemy will be coming from. It is then up to you to find them through the

information you have been given. The enemy planes will appear as a white 'blip' on the radar display. From here you will have to manoeuvre your F-16C so that you are tailing the enemy. Keep an eye on your threat indicators as the plane may lock onto your plane before you can lock onto his and he may just fire a missile at you at which point you will need to release chaff and flares.



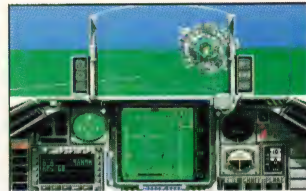
SIGHTING THE ENEMY - The enemy plane suddenly appears through your cockpit window. Pulling down hard on the control stick you swing your F-16C round so that you can lock on.



TRACKING THE ENEMY - Your opponent realises that you have sighted him and so takes evasive action by twisting his plane in the hope of losing you. Fortunately, the F-16C has a good turn rate.



LOCKING ON - Bringing your F-16C back around to face the enemy, the HUD indicates that you have a lock-on. On pressing the firebutton a Sidewinder tears its way towards the enemy plane.



DESTROYING THE TARGET - The Sidewinder locks on to the target, who tries desperately to avoid impact. Unfortunately, his reactions are too slow. He is hit and explodes in a ball of flame.

isk 2 LOBYTE

PUNTER-POWER™



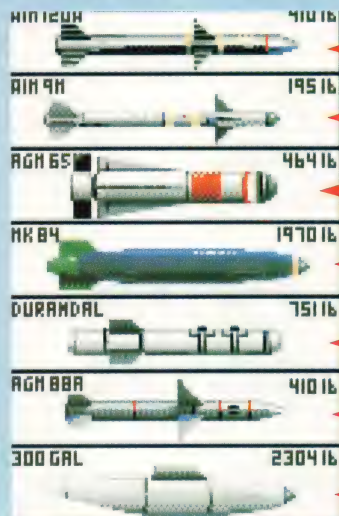
GAME: FALCON MISSION 2
PRICE: £24.95

Continuing with their policy of constant improvements, Spectrum Holobyte have improved even more on the original Falcon. The first thing you'll notice are the controls; they now seem even smoother to operate. However, the skill and co-ordination of the enemy is the main improvement. The MiGs are even more intelligent, this time there is a seemingly endless supply of the Soviet jets. The convoys of ground vehicles also displayed an uncanny intelligence; when you destroy a bridge, the lorries perform a three-point turn and head back the way they came. The introduction of death-dealing Hind helicopters adds a novel twist to this excellent combat flight sim.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=81%

A GUIDE TO THE F-16C WEAPONS STORES



AIM-9J SIDEWINDER MISSILE - With an average range of 5 miles, the AIM-9J is a heat seeking missile used in air-to-air combat and it needs a strong heat source to lock-on.

AIM-9L SIDEWINDER ALL ASPECT MISSILE - Similar to the AIM-9J but filters out extraneous heat, such as flares.

AGM-65B MAVERICK MISSILE - Optically-guided missile used for air-to-ground missions only. You must dive in order for a Maverick to fire.

MK 84 2000LB LOW DRAG BOMB - You must rely on visual contact but these can be dropped from any altitude.

DURANDEL ANTI-RUNWAY BOMB - Durandels are highly effective against runways as they drive themselves into the ground before exploding.

ALQ-131 ECM POD - Emits signal to jam enemy radar, preventing SAM sites from locking-on to your F-16C. It should always be carried on air-to-ground missions.

FUEL TANKS - Fuel tanks will increase your fuel load of 6,950 pounds with an extra 2,304 pounds. If you switch on the afterburner it will eat the fuel very rapidly.

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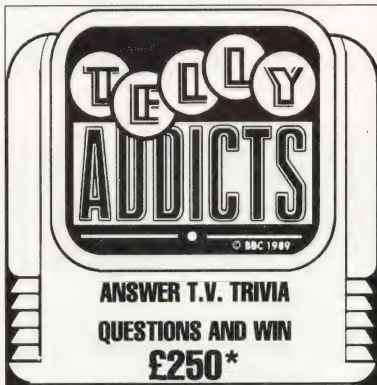
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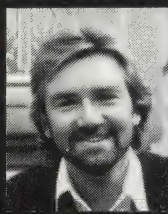
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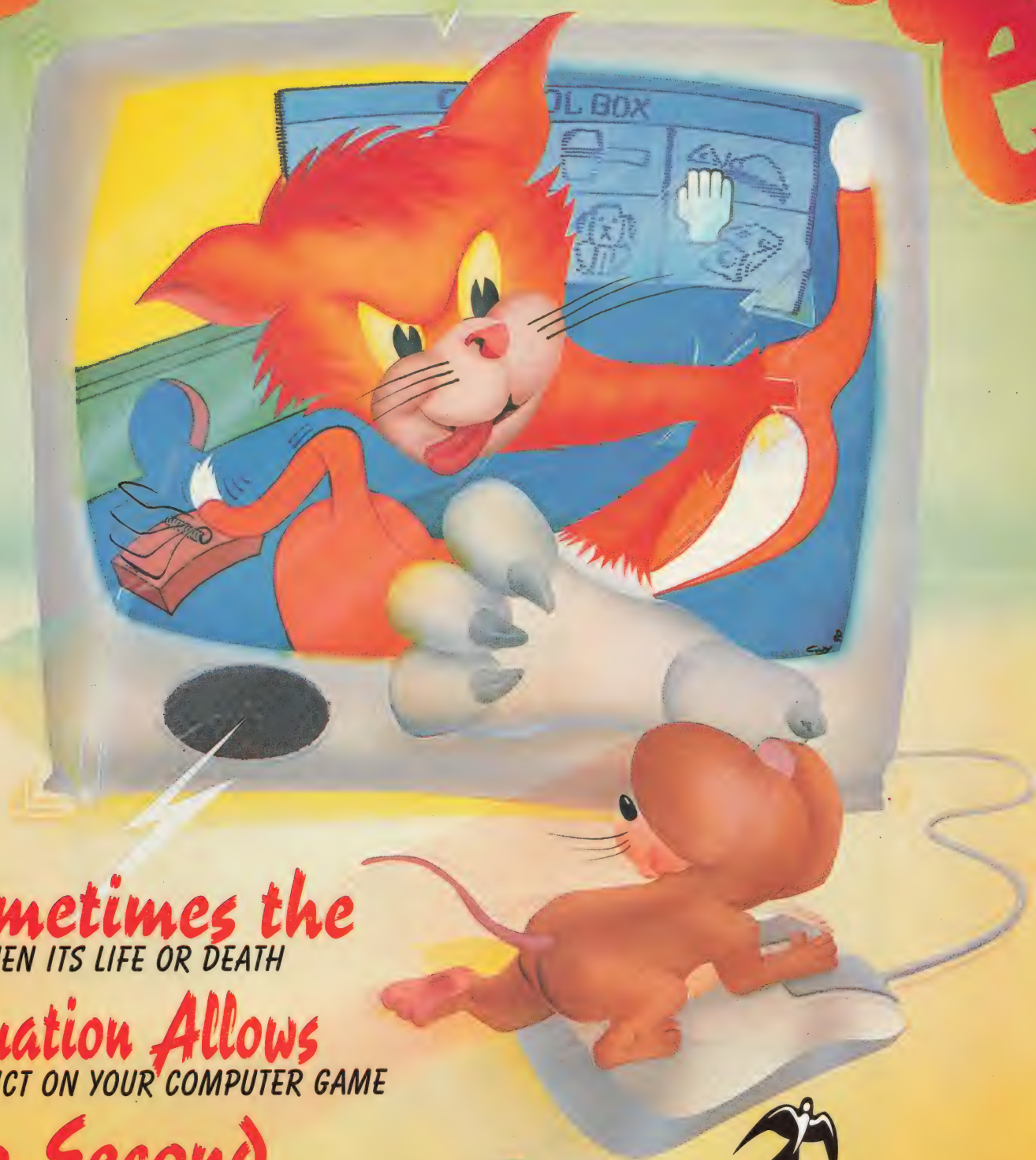
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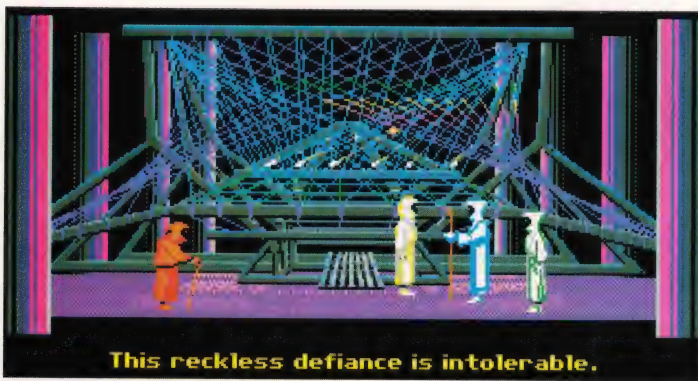


Sometimes the
SO WHEN ITS LIFE OR DEATH
Situation Allows
CONFLICT ON YOUR COMPUTER GAME

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Chances . . .
BREEDER OF SMART MICE!

By





This reckless defiance is intolerable.

The council summon poor Dame Hetchel to their sanctum deep below the village and she is put on trial. She is found guilty of breaking the law and is transformed, through the Loom, into a Swan's egg.

OUR BEAUTIFUL VILLAGE

This is the Council's tent which reveals a secret chamber where the council members meet.

This is where you begin your mission - on the mountain top. You will need to visit the mountain again later on to cast one of your spells.

From here you will be able to travel through the dark woods.



The villagers live in small tents that expand deep underground.

From the jetty you will be able to climb onto the Old Tree that is zapped from the mountain top.

The Distaff and musical stave are the key to spells. Play the notes in the correct sequence and the spell will be cast.

Ever since the creation and flourishing of the human race, it had thirst for total domination over nature. Long after the passing of the Second Shadow the humans established themselves as the true rulers of their world and industry was their weapon of success. The humans used this weapon with extreme confidence. As the engines of progress became more and more advanced, the great mysteries and puzzles of time and space fell before them and were destroyed forever, their secret revealed, their fascination was no more.

The nations believed that nothing could lay beyond the power of their own arrogance and lust for knowledge, even at the expense of their environment and therefore, competition was great in the productive years and labour became a valuable commodity. The skilled labourers soon banded together so that they could protect and nurture their secrets. Some even guarded their members with large armies. Thus began the age of the Great Guilds.

The Guild of Weavers were one of the most powerful memberships to exist at that time and their only interests lay in the weaving of silk and the progression of their own skills. As they improved their weaving they discovered that they could, in fact, actually cast magic through the weaves. By creating weaves in different ways they could make different spells, and one day, a female weaver actually managed to weave a child. Due to their ignorance and jealousy, the

Elders of the Guild were very angry and they stole the child away from the woman and banished her from the land. Seventeen years on from that day the Elders have contacted the young boy, Bobbin - the child of the Loom. The adventure now begins.

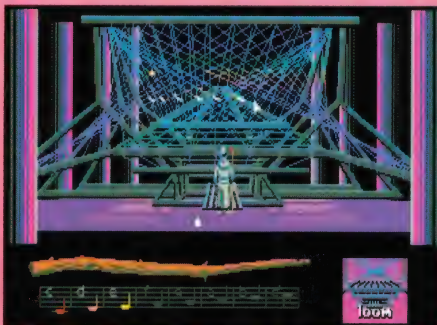
Unlike most adventures, Loom has no sentence input or sentence builders, the game is controlled through the actual graphics that are present on the screen. You control Bobbin through a mouse pointer which is used to point at certain objects. Bobbin then moves over to the object and, when he is close enough, the object title is displayed.

Bobbin will pick up any objects that he can, but the most useful is the magic Distaff that he uses to cast magic. The Distaff is displayed to the bottom-left of the screen and under-

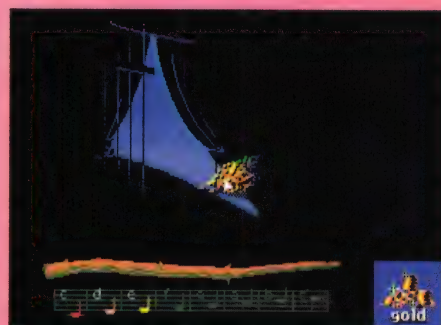
LOOM

EVERYTHING A WEAVER NEEDS

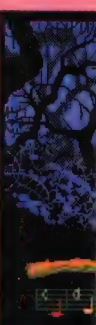
Spells are performed on the loom by the Council. Dame Hetchel was transformed into a Swan's egg due to her meddling in the Weaver's affairs.



The gold has come from a turning wheel which transforms simple straw into the precious metal - provided you have the correct spell.



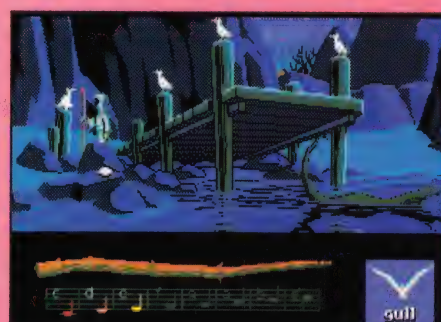
The owls are important for aiding your progress. Provided you perform the correct actions, they will give you a spell that will allow you to see in the dark.



This is what you will need to spin the straw into gold. If you cast the spell correctly you may be awarded a new note.



This doesn't really prove that useful, they just sit around on the jetty and pebble-dash your beautiful village.



Who knows what the clam conceals. Maybe a pearl, maybe nothing at all. You'll have to cast the correct spell to open it.



oom

A S F I L M

1
ST
A1 RATED

neath it is a musical stave with notes on it. These notes are the key to casting magic spells. Not all the notes are highlighted though, and Bobbin will need to progress into the game to gain extra notes. At certain points of the game, musical notes will be played and the notes will appear in the spell box below the stave. By repeating the spells you can cast magic. If the spell works then the object that you are operating it on will flash blue, if it fails then it will flash red. The spells can be reversed by playing the notes backwards.

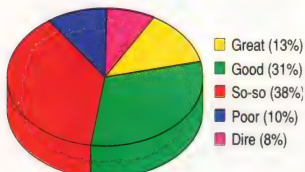
By performing the tasks in a certain order, Bobbin will be able to progress steadily through the game. Some of the sequences are for storyline purposes only and the computer will take control of these. There are plenty of characters within the game

and most will have some clue that will aid Bobbin in his quest.

The packaging also consists of a tape telling you the story behind Bobbin's quest and a useful spell book that will tell you about the spells included in Loom. Once you have discovered the musical notes to a certain spell, you can enter it into the book to keep a permanent record of all the magic spells discovered. The first spell, Open, is already given as this is required immediately. The Open spell is used to open the heavens which in turn sends a bolt of lightning through the tree. The tree then falls down the cliff face and splashes into the sea. The current takes the tree down to the jetty. This is, basically, your passport to the other side of the land, but first you will have to find some way of getting past the hurricane.



PUNTER-POWER™

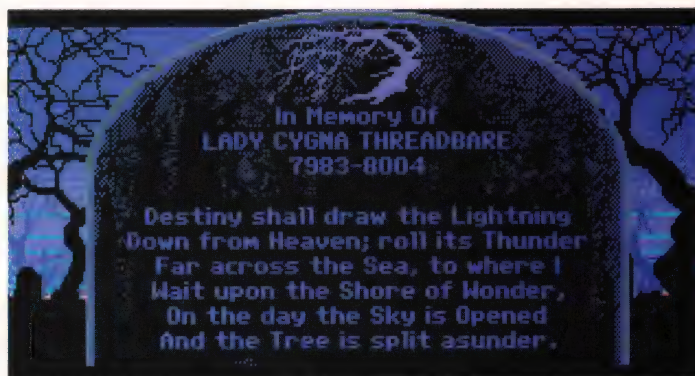


GAME: LOOM
PRICE: £29.99

Lucasfilm Games' adventures are usually highly acclaimed affairs. However, Loom recieved a mixed reception. Noone can deny the outstanding graphical and sonic presentation. Nevertheless, the game does suffer from being significantly different from most adventures. The control system is initially confusing, but once mastered, progress can be swift. The puzzles are relatively simple to overcome and the game begins to take on the form of an intricate story rather than an adventure game.

GAMEPLAY:
SOUND:
GRAPHICS:

RATING=81%



The gravestone will reveal a very important message from your mother. The tree that you see when you begin holds an important clue to the adventure. Use the 'open' spell on the sky and sit back and watch.

A GUIDE TO SPELL WEAVING

DYEING

This draft was perfected by the dye chemists of the Woonsocket Chapter, who slaved for hours over steaming pots to satisfy the Cleric's appetite for colourful vestures. Originally woven into all types of fabric, the applicability of the Dyeing draft has diminished over the course of centuries. Now it works only on wool.

NIGHT VISION

The threads of this distinctive and beautiful draft are extrapolated from the song of nocturnal birds. At one time, Night Vision was prized by the Guild of Miners, whose legendary underground realm was chiefly illuminated by luminous tapestries bearing our Seal. Tragically, demand fell off after the Great Earthquake of 7331.

CONFUSION

The reason why this unusual draft was first developed is lost in time. Revisionists claim that it was spun into the cheaper fabrics sold at Guild shops in an attempt to undermine the confidence of bargain hunters. Whatever its origin, Confusion's potency has not diminished over time. One spin leaves a victim helplessly bewildered until the spellweaver is safely out of sight.

Talk about flashbacks! As soon as I saw the packaging for the game, with Yogi and Boo Boo's cheeky faces glaring out from the cover, the old strongly accented phrases such as, "Smarter than the average bear," began to resound inside my head. From the Hanna-Barbera stable, Yogi was one of their most lovable cartoon characters! It's not the first time that Yogi has made an appearance on the computer scene, and considering the disappointment with the previous releases, I had serious reservations about this latest Yogi production.

Yogi is a horizontal, parallax scrolling platform game with no element of killing involved whatsoever. This is good in the fact that it's in keeping with the cartoon personality, but the more important question for computer gamers is whether an arcade game without any sort of shooting will have lasting appeal.

Threatened with an unacceptable level of captivity because of the prospect of being moved to a cramped zoo, Yogi decides he will do his utmost to remain in his favourite Jellystone Park. As usual, Boo Boo's brains seem to have come to a standstill and he quite willingly goes along with Yogi's plan. The intricate plan that Yogi has carefully

devised involves escaping! It seems he would prefer to find a home in another park rather than suffer the confinements of a zoo.

When Ranger Smith realises Yogi is making a break for it, he employs the use of a tracker and his dog, and along with himself, they set out to restrain Yogi. As Yogi, you must press on in order to succeed in your escape. Along the way, you may find pic-a-nic baskets, and various food items strewn loosely along the route. These will increase your

score greatly.

Not only does Yogi have to beware of the threesome tracking him, but also numerous other hostile creatures that wander aimlessly through the woods, all of whom will cause Yogi to lose valuable time. The only way to avoid them is to boycott the platform that they're rampaging upon, or to leap over them by pressing the fire button. Thankfully, there is a useful 'Continue' option which can be executed should you progress far enough into the levels.

There are six levels altogether, including Jellystone Park, forests, the wild west, marshes, funfairs, and finally the Big Apple where Yogi will have by then decided that living in the fast lane and bright lights of a city is much more fun than lazing about in a boring, uneventful national park.

I couldn't really envisage the cartoon Yogi settling amidst the hustle and bustle of New York, but there again, Yogi has never been forced out of his home before!



(Above) Not all platforms are straight-forward. Some have moving floors which will, if you're not careful, throw you off the screen, never to eat a picnic ever again - disastrous!

(Left) As Yogi quite easily bounds over the platforms, he arrives at a more challenging stage where the platforms rapidly shift up and down. You must time your leap to perfection if you don't want to fall into the pit below.

Yogi's Great Escape

HI-TEC

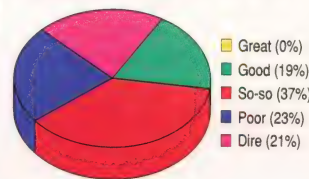


Plenty of food is available for Yogi to greedily guzzle. Apples are only one of the many hunger eliminators to be found over the large playing area. Extra points will also be awarded.



Yogi finds himself flattened by one of the many people that occupy the gaming area. Although they're not deadly, Yogi will eventually be captured if he insists on wasting time on the ground!

PUNTER-POWER™



GAME: YOGI'S GREAT ESCAPE

PRICE: £14.99

Cartoon characters are always fair game when it comes to computer games. Jellystone Park's Yogi Bear proves to be no exception. This is basically a platform-style with the barmy bear being the central character and main sprite. Unfortunately, platform games are becoming almost as popular as shoot'em-ups and Yogi fails to make the grade. The overall presentation is lacklustre with a poor variation in both animation and use of colour. Ultimately, the game's rather repetitive nature becomes too much and most gamers will find themselves looking for something a little more fulfilling. Notwithstanding, Yogi's Great Escape is cheaper than the norm and due to its simple approach may appeal to the younger gamers.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=57%

MONTY PYTHON'S FLYING CIRCUS

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THE
COMPUTER
GAME

NO IT'S
NOT

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IT IS!

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is a **BRILLIANTLY**
ORIGINAL and
witty interpretation
of the Python
Theme". *Zero* 89%

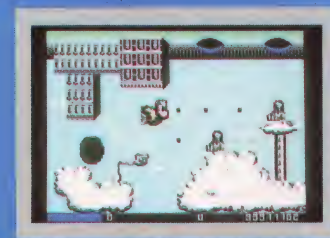
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slices of alternative
arcade action since
Venezuelan Beaver
Cheese".
The One 85%



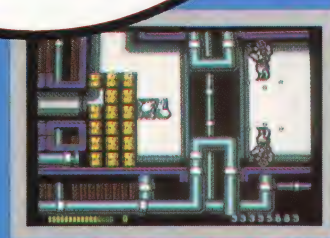
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AMIGA



COMMODORE 64



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IBM PC

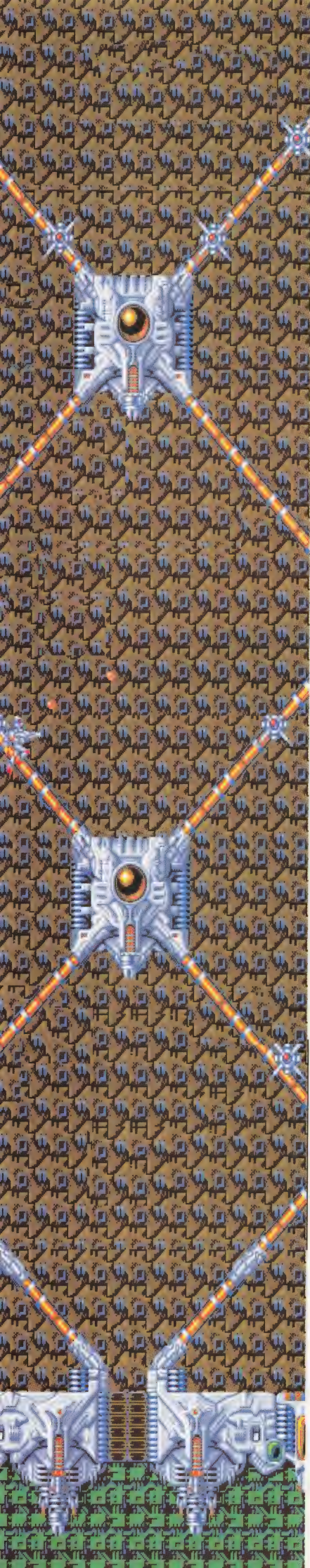


AMSTRAD



©Python Productions 1990

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"Son," my mother said to me one morning, "The world needs you. We live our lives in fear. Our souls scream out under the merciless torment and torture of the evil Morgul. No longer can we live in peace and harmony for his power and might are overwhelming us all. He is seemingly invincible! We have all decided that we should stand against him as a whole nation if we are to defeat him. By uniting together, we feel that we may just stand a chance. We discussed and planned through day and night until we came to a great idea - go get him, son."

"Can I finish my cornflakes first?" I asked.

Seconds later, I was booted out of the house. From the window came a suit of armour and a device which I reckoned was a gun. "And there'll be no supper for you if you don't kill him!" came a cry. No supper, eh? No mean guy was going to stop me from having my supper, so off I ran in search of the man who was trying to starve me.

As Turrican, you must journey through five treacherous worlds, in an eight-way scrolling landscape. As you travel deep into caverns and run along the surface of the planets, you will have to survive against Morgul's deadliest of minions. These range from a varied array of creatures in the form of bats, insect-like beings, and many others, as well as the mechanical foes and defence systems that are liberally scattered about.

The end of each level contains a

different guardian to the previous levels. As usual with end of level guardians, they are very big, very powerful, and very difficult to defeat. You may find it useful if you save some of your more effective weapons until the end of the levels, where you can let loose with all you've got to ensure you survive to proceed further.

To help you in your quest, you are equipped with a simple single-shot gun, which, when the fire button is kept pressed, will transform into a very effective flame thrower. This can be aimed in any direction, but it can't shoot through walls and platforms.

Later on in the game, more powerful weapons can be obtained by picking up various icons. These icons appear after certain opponents are destroyed. As well as bonus weapons, extra lives can be gained and much needed energy (any con-

tact with an enemy will drastically reduce your power). Initially, you also have a limited number of bombs, mines, and smart bombs. More of these can be found later to help replenish your diminishing firepower. To activate a mine, you must press down and fire, whereas bombs are activated by the press of a key. This can be something of a nuisance in times of chaos.

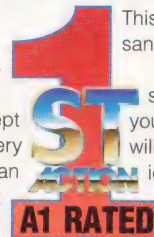
You may come across a special platform that when you shoot, special bonus icons will be released from it. These icons gradually float off the top of the screen so you have to be quick if you want to pick them up. Eventually,

these special platforms become exhausted of bonuses and will consequently disappear. You should find them very useful and a must if you want to complete the game fully intact!

Your character can transform

Turrican

RAINBOW



FEARSOME FIREPO

You begin the game with a simple plasma bolt that isn't very effective against the larger enemies.



The smart 'bomb' rockets across the screen, destroying anything in its path. Don't waste them, though, as they are difficult to replenish.



Built into your gun, though, is a flame thrower which is much more powerful than your normal bullets.



You have a limited number of bombs, which explode upon impact. These are very effective but are limited in number.



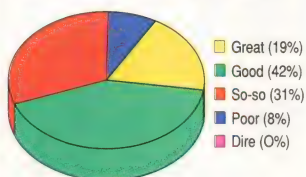
an ARTS

himself into a spinning, spiky wheel. This will help you to squeeze through gaps your usual man would never be able to fit through. You will find you'll have to change your shape if you want to progress. It also reduces the chances of you getting hit as your body covers a much smaller area.

A lively tune plays continually during your game, but apart from that, the sound effects are non-existent. This wasn't particularly noticeable though, especially when you're too busy concentrating on killing the bad guys, and so long as there is plenty of blasting to be had, you shouldn't really complain about the little faults!

Fans of Rainbow Art's previous shoot'em-up release X-Out, will find the sequel Turrican in a similar sort of vein and shouldn't, therefore, be disappointed with it. If you bought X-Out and found it to be to your liking, then Turrican should probably be the next buy for you.

PUNTER-POWER™



GAME: TURRICAN
PRICE: £19.99

Turrican is a terrific eight-way scrolling shoot'em-up. Programmed by the German Rainbow Arts team, the game features a myriad of extra weapons; all of which are essential if you are to survive. The animation is superb and the ST manages to handle the fast and furious action with apparent ease. However, one of the main stumbling blocks is the rather small gameplay area; lives can be easily lost because of mistimed leaps. Turrican is a highly playable game that, because of both its scrolling and shoot'em-up elements, should appeal to both arcade fanatics everywhere. Combine this with the nine levels and you've got a great game.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=83%

TYPICAL LEVEL ONE LAYOUT

Platformmania!

Platforms are plentiful, and you must carefully leap about them if you want to avoid the defence systems, and also the vast number of nasties that venture about the area. Although the game is most definitely platform orientated, it is not always the same scenario.

Shoot to kill!

Defence installations are placed strategically about the levels. They shoot power pods that damage your armour, hence depleting your rifle energy. They are, however, easily destroyed and shouldn't pose a problem once you learn to deal with them with an effective blast of your gun.

POWER!



Entrance to Caves

The caves lead to an eerie, sinister underworld that are host to hordes of new and vile enemies. It is from here the game becomes less of a platform style and more a horizontal scrolling type game. Many bonus items are contained within the caves, so they are worth spending a little time exploring.

mph



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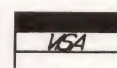
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Badlands Pete

A R C S O F T W A R E



Surrounded by a couple of unsavoury characters, Pete is forced to withdraw his trusty six-shooters and obligingly puts up a fight. As the bullets zip past your ears, your guns blaze away with frightening accuracy.

"Howdy, y'all! My name's Pete Coyote, the meanest, toughest, rootin' tootin' gunslinger in the wild, wild west. Heh, heh! Now I got myself a money grabbing scheme that'll make me so rich, I'll never have to shoot the hide off anybody ever again. Y'see, the Guvnor of Greedy Gulch has had his daughters stolen and herded outa here, and he's gonna pay me a heapa money to get them thar girls back! Heh, heh!"

What Pete forgot to mention was the bandits who abducted the girls in the first place, plus all the other characters who definitely don't have a liking to our unshaven hero. While wandering through the towns, searching all the possible hiding places, vast numbers of desperados are out to stop Pete in his tracks. Such opponents either have to be quickly avoid-

ed or dealt with by a flurry of bullets from your six-shooters. Every character that you kill should be examined by walking over to them as you may find useful objects upon their corpses such as extra bullets, or objects that may help you in other ways.

Other items to be found include train tickets which allow you to board trains at the stations. These trains will quickly transport you between towns which is much safer and convenient than walking. Various types of food and drink can be discovered from cow pie to sausage and beans, and from a large ale to a pot of coffee. Food and drink will revitalise Pete. His energy is shown by a heart at the base of the screen which, to begin with, is full of blood and will slowly drain every time Pete is shot or stabbed.



As the woman you set out to save screams, "Save me! Save me!" you begin to wonder whether she's worth saving. After all, you've seen much better looking heroines in your time.

Bibles, money, playing cards, knives, and even garters can be taken to help increase your score.

The playing area itself is of a reasonable size, and is pleasantly colourful. The sound, on the other hand, is limited with the main effects being Pete's footsteps and gunshots.

To shoot a bad guy requires a press of the fire button to pull out your gun, and then another press to release a volley of bullets, provided you have the supply of bullets to begin with. The problem with shooting is that Pete can't move from the spot once his gun is drawn. If he wants to move to a more advantageous attacking position, or to just run away, you have to press fire to replace Pete's gun and only then can you move.

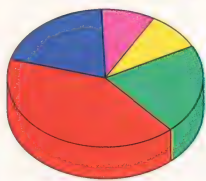
Not all characters in Badlands

Pete are of a nasty nature. Some people will go out of their way to help you by kindly giving you bonus items. You do have to be careful, though, that you don't judge people on how they appear. For example, I was approaching a preacher, hoping for a small bonus item when he suddenly withdrew a gun from his gown and shot me in the head! Call him possessed, call him mentally disturbed, but whatever you call him - it hurt!

ARC have concentrated on giving a lot of publicity towards their Strip-A-Mation graphics system. This allows what would appear to be a side-on style game to have a certain amount of depth. By facing into or away from the screen, you can then walk in that direction. The screen updates according to the new position - the new depth - that you are



PUNTER-POWER™



GAME: BADLANDS PETE PRICE: £19.99

Badlands Pete proved a little tiresome, due to its repetitive nature. The action is based largely on that of a shoot'em-up, however, the Wild West scenario calls for slower action than most ST owners demand. The graphics, despite being nicely detailed, suffered from being too similar and colour was not used to full effect.

Movement both in and out of the screen often disoriented players, causing energy to be lost. Ultimately, the pressures of being a lawman become too much and the action too similar.

GAMEPLAY:

SOUND:

GRAPHICS:

RATING=76%

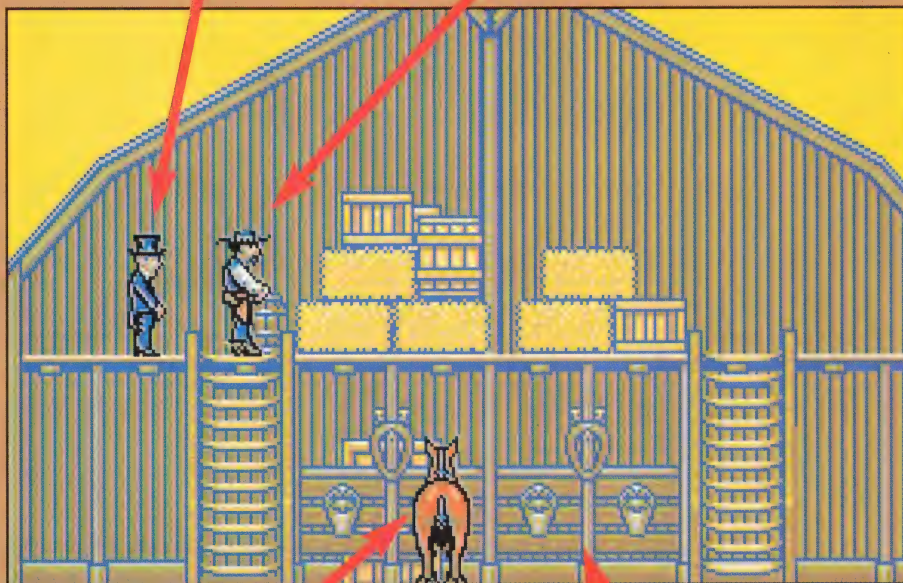
now in. Judging the correct depth that your opponent is in could make the difference between you hitting him or her with a bullet or missing completely.

As you progress through the levels, you have to rescue more of the Governor's daughters, and fight against much tougher opponents. By eliminating the harder gunfighters, you will earn yourself a larger bounty. This could be taken away by killing innocent people, and not only will you find yourself with less money if you do this, but also you will find the good guys chasing you, including town sheriffs and their trigger happy men, so make sure your ruthlessness doesn't go too far!

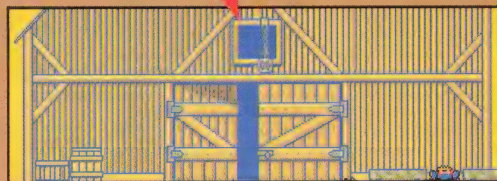
BADLANDS PETE BRAVES THE BARN INHABITANTS

There are many characters wandering through the towns of the old West. The undertaker has a lot of business, and may even create a little bonus pay for himself by shooting you in the back! You must be careful of everyone as nobody is what they appear to be.

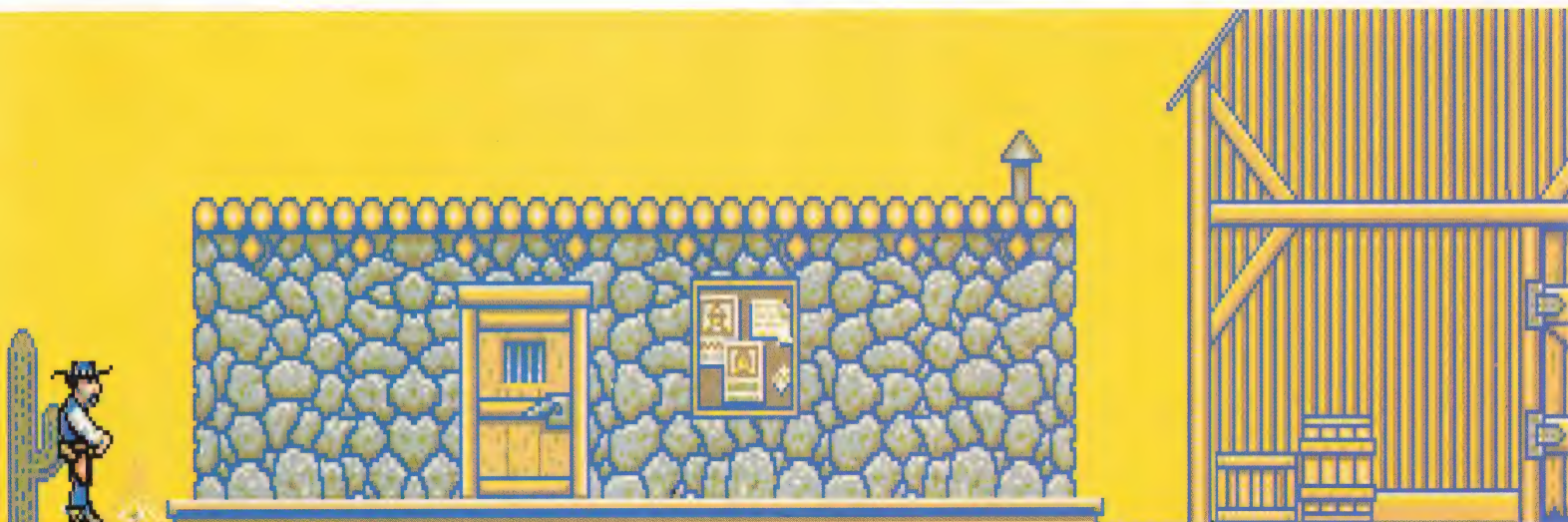
As tough guy Pete, it is down to you to fight for justice and pick up the reward money in the meantime. Almost everyone is out to hinder you, so create your own laws, your own rules, and watch your own back. Trust nobody in these times of dishonour and deceit, for that's the way life is in the wildest wild west.



Even the horses have a chip on their shoulders. No matter how hard you try to soothe them, they'll kick our hero Pete to the ground, dramatically draining his energy reserves. Best avoided, or best putting a few bullets in their hide - but whatever you do, be wary of the funny lighters!



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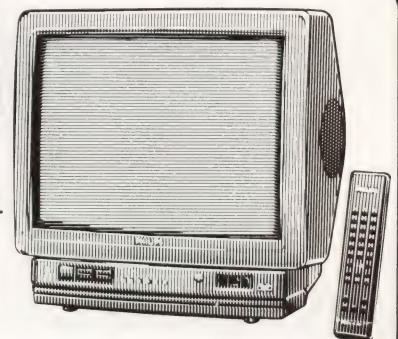
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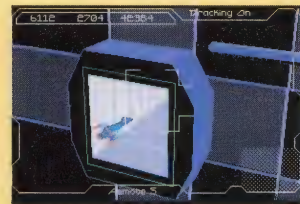
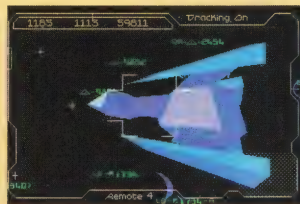
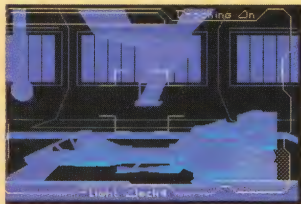
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NO ONE IS GOING TO SQUASH THIS FLY



For many years there had been minor squirmishes between the Ceti Triad and the Earth race, but these were only small and nothing had come of them. All that is about to change. The Ceti Triad have amassed a battle force which they are holding in a disused mining planet. A race against time has now begun. The Magic Fly leaves the safety of the Earth's carrier ship and ventures

off into space in search of the disused mining planet. The planet is eventually discovered and, cautiously, the Fly spaceship makes its way into one of the tunnel entrances. The intro runs by itself but as soon as the Fly disappears down into the entrance of the tunnel, control is returned to the pilot. As soon as you enter the mining planet you will be faced by the enemy.



Magic Fly

ELECTRONIC ARTS

Ever since people could remember, the Ceti Triad had always despised the human lifeforms. Threats had been made and even a few squirmishes had occurred in outer space, but these were only minor and no real catastrophes had evolved. The Ceti Triad then died away and nothing else was heard of them. Some suggested that they had left the galaxy altogether while others speculated that they were in fact massing a giant attack force. The latter idea was ignored for some time when a deep probe picked up a massed enemy force that showed traces of Ceti Triad involvement. The alarm was sounded and a special

ship was designed - the Magic Fly, Earth's last hope. The enemy forces gathered themselves in a disused mining planet where they had drilled tunnels into the planet and set up a network of complex gateways and defence mechanisms. The probe also reported, before it was destroyed, that the network was also heavily protected by fighter escorts of all types and sizes.

You have been called up as the pilot of the Magic Fly. You must take the ship down into the network and destroy the communication centre, the planet's reactor, the computer centre and the missile defence system. While performing these instruc-

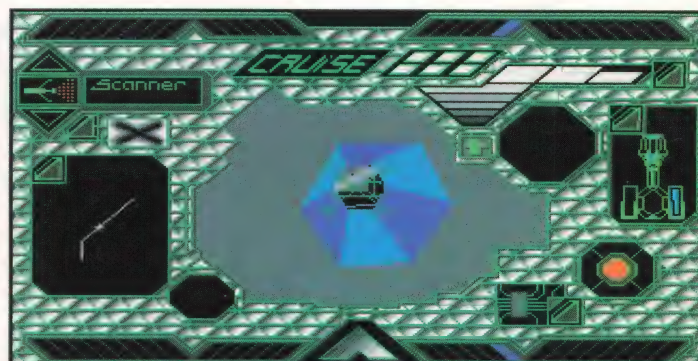
tions, you are also required to collect as much data on the Ceti Triad's star fleet. The main goal of your mission is to bring back information about the specifications of the Ceti Triad's Moth Fighter, which, if you fail, will be used against the human race in the Triad's battle for total domination.

The Magic Fly is extremely easy to pilot and everything you will need in your mission is present on the Fly's control panel. The ship contains several status panels and these include the damage indicator, ship display unit, map scan and weapons stores indicator. To the right of the view screen is the damage display unit which shows which parts of the Fly

have been hit. There are several weapons that you can choose from, the default weapon is the standard laser blaster. Others include mines, missiles and the web. The scanner is also chosen from here and it will save enemy craft specifications onto your database. These can then be viewed individually. When you are near a docking port, a blue square on the floor, the dock indicator will flash. You can then enter the docking bay where you will be able to collect precious fuel. Every time you are hit your shields will deplete. If they fail altogether then your ship will explode, taking you and humanity with it.



Every now and then, your docking bay indicator will flash to show you that there is a docking platform nearby. Once you are over the docking bay, you must then press B to gain access to the refuelling point.



Not all of the tunnels are as simple case of fly straight and true. There are barriers and undulating walls all over the place. Sometimes you'll be required to squeeze through the smallest of holes.

WHAT'S WHAT IN THE FLY'S EYES

The Magic Fly is equipped with only the latest in high-tec equipment. Everything that you will need to pilot your Fly is present on the main display screen. From here you will be able to monitor your ship's status including any damage that has been sustained, the weapons stores and the map screen which allows you to plot your course and warns you of any impending trouble such as alterations in the shape of the tunnel and any Ceti Triad ships. In the centre of the screen is the targetting computer. When switched on, this

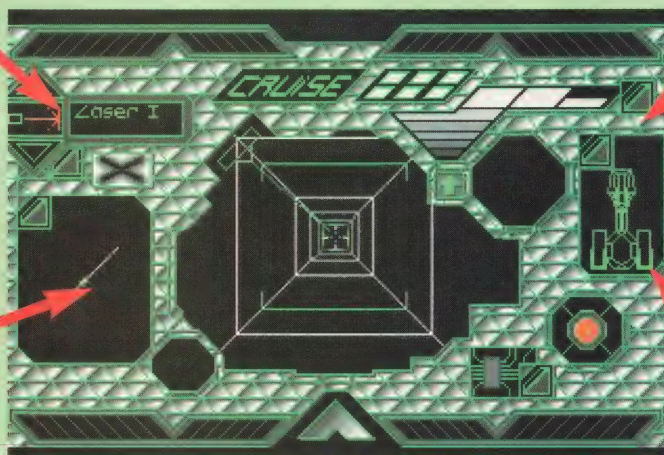
allows you to pilot the ship while actually assigning the target indicator to an object, whether it be a door or an alien ship. The sight then lock-on and the weapons can be fired. The fourth chart is the ship status display. This gives an overall impression of the state of the Magic Fly. From here you can see how much energy you have, how long it is expected to last, the weapons stores and a damage summary of the ship itself. By referring regularly to the charts you will know when it is time to refuel.



WEAPONS STORES DISPLAY
From here you will be able to view all the weapons. All the angles can be viewed by turning them with the icons.



MAP DISPLAY CHART
You can scroll the map forwards so that you can see what you will be facing later on. The map view can also be changed.

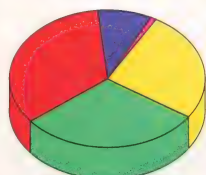


FLY DAMAGE INDICATOR
The Magic Fly ship will be displayed and the danger areas highlighted. It can be rotated so that all the damage can be viewed.



MAGIC FLY STATUS DISPLAY
From here you will be able to gain an overall impression of your ship's condition as well as how much fuel you have left.

PUNTER-POWER™



GAME: MAGIC FLY
PRICE: £24.95

Although Magic Fly proves a little complicated at first, once you have mastered the control of the ship and understand the control panel it all unfolds into one hell of a game. The graphics are extremely smooth and the status displays on the main control panel have been excellently presented. The sound effects are sparse but adequate. Flying through constantly repeating tunnels did prove a little boring after a while and I believe that after the initial excitement wears off, Magic Fly may become tedious.

GAMEPLAY:
SOUND:
GRAPHICS:

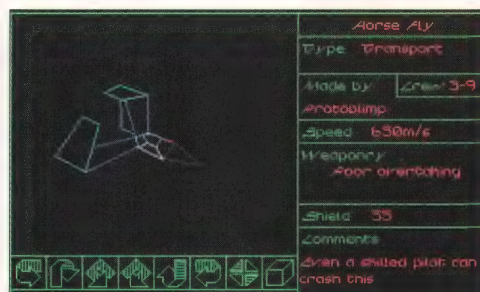
RATING=79%

THE CETI TRIAD SPACESHIPS

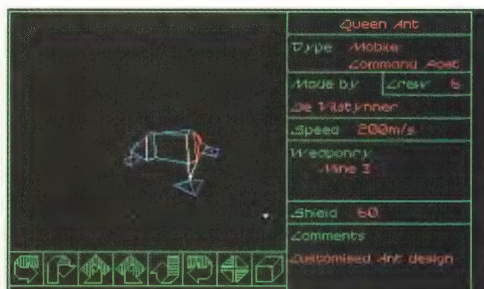
When travelling through the many mazes of the mining planet, you will need to scan the enemy ships. This is performed by switching on the scanner and guiding it over the enemy craft. If you scan it for long enough, it will be logged onto the ship's database where it can be recalled later and viewed on the probe database display screen.



Magic Fly database computer display: Wasp



Magic Fly database computer display: Horse Fly



Magic Fly database computer display: Queen Ant



Magic Fly database computer display: Red Ant

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POWER TO THE PUNTERS!

Since gaming time began the world knew only one way to test games. Using highly tuned skills, specialist equipment (often a blindfold and dart board), huge egos and a smattering of bias, the high priests of gaming magazines (known as reviewers) would disappear into small rooms to test the latest releases, only coming out to pronounce their verdict after they had satisfied themselves that they and only they knew how good each new game was. But now like a knight in shining armour, comes a new era in game scoring – Punter-Power™ the reviewing system that puts the control back into the hands of those who matter – the games buying public!

The thing to bear in mind with magazine review scoring is that it's your money at stake. Reviewers are a very fortunate bunch indeed. They don't have to wait for the arrival of releases at the local computer shop to play the latest games and, more importantly, they don't have to pay for the privilege. So for many years consumers have had to rely on the opinions of a privileged few reviewers who have placed themselves above all others.

Systems have been devised to make this pro-

cess less prone to error, bias or downright abuse. Indeed ST Action itself has always relied on a system whereby two or three reviewers play and score each game to offer a more balanced view. However, it is all too clear where the weaknesses in existing reviewing systems lie: only very few individuals are involved in the reviewing process, and most importantly these individuals are not in tune with the people whose money is at stake.

Now, however, ST Action brings you the ultimate rating system, a system like no other before! No longer do you have to place your trust into the hands of a reviewer. We've acknowledged the fact that you, the consumer (known in the trade as punters), are the most important judges of whether software is good, bad or downright dreadful. All ST Action's scores are now decided by the people for the people (with a little help from our team).

Punter-panelist open evenings

STA holds regular open evenings, during which ST owners are invited to play the very latest games for their machine. Each evening, five games are on display and punters (gamesplayers) are invited to test their skills against them. Naturally, with so many state-of-the-art games being tested, it is often difficult to convince gamers to stop playing and try their hand at something else - this sometimes sees sessions lasting into the small hours.

Of course, some games are more involved than others and separate nights are organised for adventures and complex strategy games. During the gamesplaying sessions, ST Action reviewers are on hand to offer help and advice to anyone experiencing difficulties with a game; thus making sure everyone saw every possible aspect of the games under scrutiny.

Having played a game and seen all it has to offer, all panelists are asked to fill in a detailed questionnaire detailing their thoughts about the game. When writing up reviews our team use the information contained in these questionnaires as their primary source of information. So into each review goes countless hours of playtesting from not only our team but also a veritable army of punter panelists. The best of both worlds – a team of talented and experienced reviewers and an army of enthusiastic consumers who know what it's like to spend £20+ on a piece of computer entertainment software.

The Punter-Power™ Pie Chart

The problem of how to best display the findings wasn't an easy one to overcome. However, after much deliberation the ST Action Punter-Power™ score panel was finally created. By simply taking a quick glance at the panel, you'll be able to deter-



mine just how good a game is. Of course there's an overall rating, but we've also managed to include a summarising comment; gameplay, sound and graphics indicators; and details of the game's official title and price. Finally, you'll also notice the Punter-Power™ Pie Chart. By studying the pie-chart, you'll be able to determine just how well a game was received by our panel of punters. If the majority of people thought the game was 'Great' or 'Good', then you can rest assured that the game in question is definitely worth a look. However if the 'Poor' and 'Dire' sections make up the mainstay of the chart then you're advised to steer well clear.

And a pretty new face as well...

In addition to our revolutionary new scoring system we've also improved the presentation of the reviews. Using the most up-to-date technology, we can now offer you even more in the way of state-of-the-art layouts. We've invested huge amounts of time and money to bring you the best quality screenshots you're ever likely to see. Using this new technology you can now see even more aspects of the games in the form of both perfectly joined "digital landscapes" and superb action sequences showing how the detailed mechanics of games work. Labelled shots are also used to point

out important sprites, icons or other graphic details. Combine these with the informative captions and body text and you've got the best guide to buying entertainment software possible.

Calling all potential panelists

If you live in the Manchester area and would like to be a Punter-Panelist for an evening then why not drop us a line. We're currently creating a database of willing volunteers who would like to take part in our Punter-Power™ evenings and everyone is welcome. So, if you'd like further details write to:

Nick Clarkson, STA Punter-Power™, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

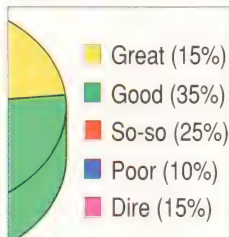
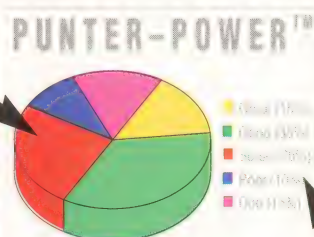


Images from one of this month's Punter-Panel evenings. All the panelists found the evenings highly enjoyable and particularly liked seeing the latest games in action.



THE SCORE PANEL EXPLAINED

The Punter-Power™ Pie Chart itself. The pie is divided in to five colour coded sections. By looking at how large each pie section is you can tell what proportion of our panelists had what opinion of the game.



Not much explanation needed here. Name of the game under scrutiny and the all important price tag in pounds and pence including VAT.

GAME: SAMPLE GAME
PRICE: £19.99

Throughout our testing, the thing that became obvious about Sample Game is that it has real depth of gameplay. No sooner have you completed one brain teaser than the next is upon you. Some of the problems you may find are just a little bit irrational but for the most part they are gripping and challenging. The gameplay is enhanced by some excellent 3D graphics with stunning backdrops to add a touch of realism. The game is only marred by a lack of solid sound effects. Overall a very interesting game.

The key on the left of the pie chart details what level of appeal each sector colour represents. These appeal levels correspond to what each Punter-Panelist thought of the game in question from 'Great' right down to 'Dire'. The key also gives the exact percentage of panelists voting for each level of appeal. In this example, 15% of panelists thought the game was 'Great', 35% thought it was 'Good' and so on.

Gameplay is above sound and graphics for a reason – we know it's more important! Gameplay is the factor behind whether your £20+ investment will stand the test of time. Ratings from 1 (Noughts's and Crosses ZX81 style) to 10 (More fun than a night with Kim Bassinger!). The example here shows a score of 7 which is good.

GAMEPLAY: [Bar chart showing 7]
SOUND: [Bar chart showing 6]
GRAPHICS: [Bar chart showing 8]

The comment text summarises in plain English what the reviewers and panelists thought of the game. This text has been designed to highlight the reasons why games were marked up or down.

Pretty simple really – it's the good old bar chart. How good are the sound and graphics from 0 (none at all) to 1 (appalling) up to 10 (state-of-the-art). The example shows 3 for sound and 8 for graphics.

RATING=75%

If you're after a snappy answer to 'is this game worth buying?', then check out the overall rating. Pie chart data is only one of the factors used in the overall rating. Scores of 75%+ are excellent games that will not disappoint. From 50-75% are games that are good solid products but maybe lack that state-of-the-art graphic sparkle or 'just-one-more-go' gameplay. Below 50% it's all downhill and we really would advise you to try before you buy. Remember the overall score is only one indicator – read the review as a whole to get the complete picture.

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Dungeons & Disk Drives

Well Christmas, in the shape of the European Computer Entertainment Show, has already been and gone for the Dungeon Crew. After waiting for what seemed like forever, we made the long trek to London and had a great day out. On our arrival we climbed into the Super X Simulator in the forecourt, which promised to give us 10 minutes of terror as it pitched and rolled down an Olympic Ski-Run. It was as we emerged, ashen-faced and gasping, that the Troll was mistaken for a visiting Teenage Mutant Turtle by a journalist from a rival magazine. On being asked for a display his powers, the Troll promptly spewed on the reporter's shoes!

Inside the hall we managed to gatecrash to back rooms where the big nobs guzzle the free beer and sandwiches. Here we spent time talking with the game writers and playing with some great new games. As luck would have it we bumped into Tony Crowther at the Mindscoae stand, who had just arrived with a copy of his latest game - Captive.

It only took 5 minutes to convince us that if you can only afford to buy one game between now and Christmas, you had better make it this one. Like the Crew, Tony is a Dungeon Master fan, and he decided that it was time someone built a better clone of this great game and that's precisely what he has done. Everyone else who has taken a swipe at it has made so many 'improvements' that they ended up with a poor imitation. Tony has wisely avoided that trap and simply added even more features to the existing structure. He has changed the four heroes into Droids, turned the Dungeon into a Starbase, swords to lasers, armour into tungsten coated limbs and magical alcoves into weapon shops.

In the 30 minute discussion we had with Tony he still hadn't finished showing us the extra goodies that he had crammed into this exciting package. Until we finally get our hands on a finished version and subject it to a tough Dungeon trial we can't give it the final Troll's Seal of Approval, but what we have seen so far convinces us that this is the first game which could finally topple D.M. from the throne. An ugly bird who will remain nameless, told us that Tony originally offered his game to Mirrorsoft, but they turned it down as it might cause difficulties with their relationship with the FTL company who wrote Dungeon Master. I suspect someone might regret that decision. Too much rubbish is hyped each month, but Captive really does look the business.

The other games which caught our eye, and are sure to become news, are The Immortal from Electronic Arts - (a blood curdling, animated adventure), Wonderland - the new-look text adventure which looks set to bring the Magnetic Scrolls team back into the headlines, and Corporation from Core. Forget the rest, these are the games you should be investigating if you want real quality in your Christmas stocking.

The show was a little smaller than we would have hoped for as the industry is still unsure whether the huge cost is worth it, but we had a great day out and hopefully it will be back with many more fun and games next year.

TROLL LETTERS

WET-WET-WET in Space Quest II

I've got zogging big trouble with Space Quest II. I tied the rope to the log over the crevasse, (zogging hard) and climbed down it. Then I swung to the other side of the ledge where that scummy monster isn't sitting. Cor, if I had my bolter I'd teach him some manners! However, when I enter that zogging, dark cave some squidgy little beaver tries to eat me. How can I get rid of that thing? Oh by the way, ST Action is the best magazine I've ever eaten (burp!)

If you don't reply I'll shoot you in 'da' head. I have already shot 5 Trolls by mistake, so don't say you weren't warned.

J. Quinney, Fife

Your another one of those ginger-headed Scots nuts aren't you? I reckon you are all mad up there. No wonder, living in a land where it rains for 15 minutes every quarter of

an hour would rot the brain of any human - never mind a dwarfish race of hooligans. Well I'm afraid you are going to have to get even wetter (seems unlikely I know), but the solution is found by diving beneath the surface of the swamp. There is a deep bit somewhere down there, go and take a paddle. Who knows, with luck you'll drown and we'll all get a bit of peace.

A Winning Move in Deja Vu

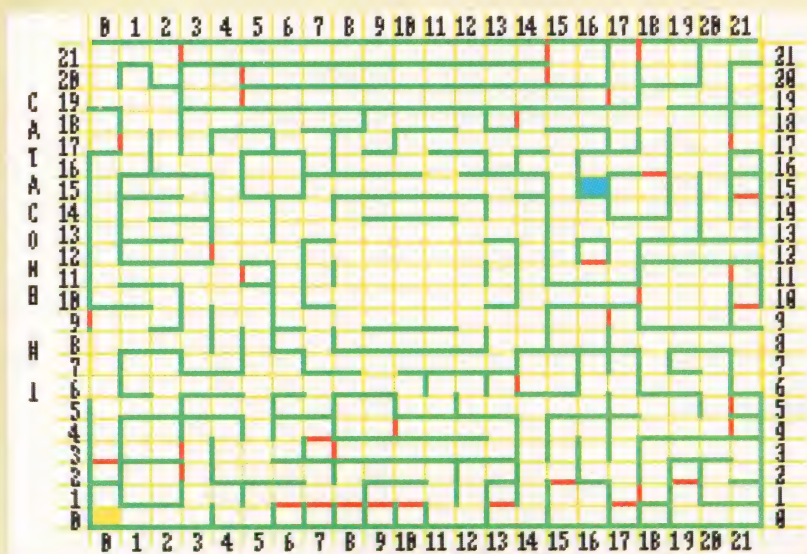
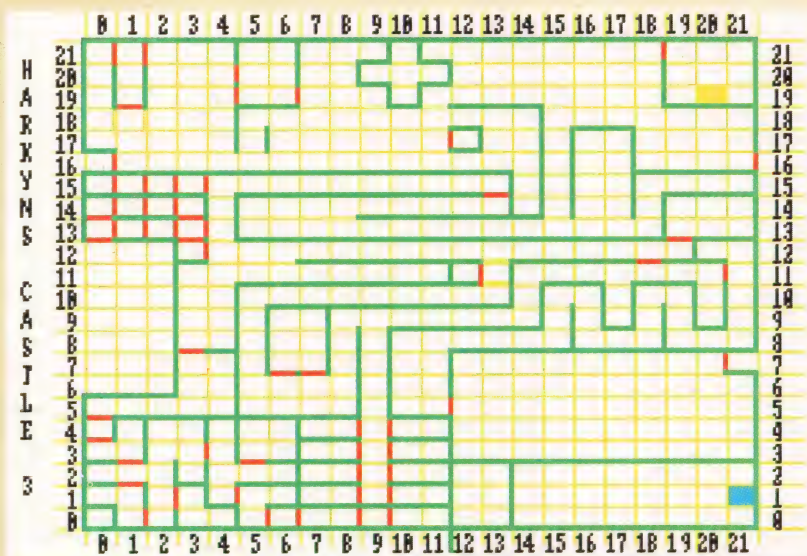
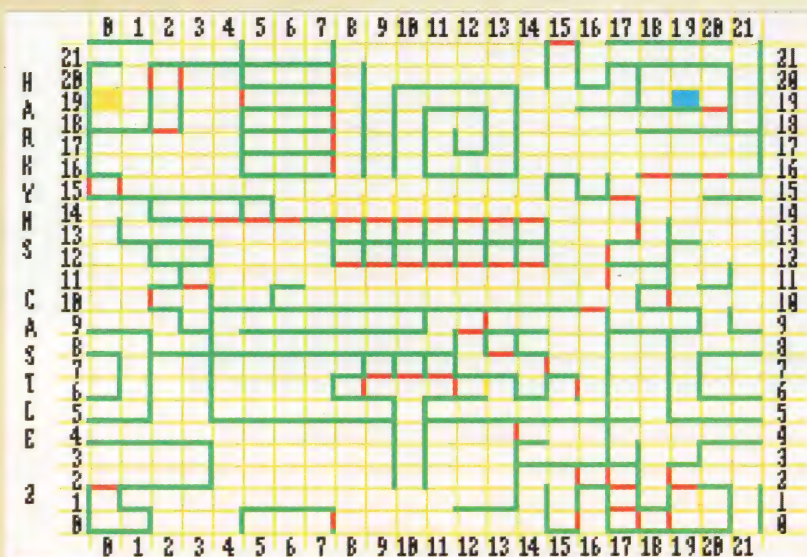
I am playing Deja Vu and after much suffering I have managed to get out of the office. I have punched a Mugger, socked a good-looking lady and ran off with her purse. I took to the sewers where I came across an alligator which I can't seem to get past. When I venture to the surface I am confronted by a mugger with a black eye, but after a swift 'Socko' he scuttles away. I have recently come across two taxis, but can't get them to take me anywhere, so what do I do now?

Pat Mills, Clwyd

Typical adventurer, all muscle and no brain. Sounds like what you need is a little, old granny to knock down and stomp. Before you go charging off into the streets I suggest you climb the stairs to the office. The key in your wallet will open a locked door in there and behind that there is a corpse, (probably the only body in the game who hasn't been punched by you so far). Search the body.

The alligator appears randomly, so make use of the Save game to avoid him. I would also avoid that mugger because your luck will only last so long. I assume the taxis won't take you anywhere because you have no money to pay for the ride (even if you knew where to go). Why not use the elevator to take you to the third floor and use your small

Lost amidst the tunnels and passages in the Bard's Tale? Look no further, help is at hand



change to make some money in the slot machines.

Inflate Your Mate, With Operation Stealth

My Mum and I are fairly new to the adventure game scene - only having tried two adventures before, (Sphinx on the BBC and Fish on the ST) needless to say we found Fish a mile too hard.

When we purchased Operation Stealth we were both immediately engrossed in the game, and found that we were reasonably good at it. But, (there is always a 'but') we are Stuck.

We have got into the hotel bedroom carrying the inflatable bracelet, been taken out to sea with the girl and thrown overboard.

Julian & Laraine Thompson, Macclesfield

If you live in Macclesfield, you must be just around the corner to the offices of ST Action. Why didn't you go around and see Boy Blunder with your silly questions?

Well lucky for you, three other humans called Mathew Williams, Stephen Russell and Darren Budd from Poole in Dorset wrote at the same time and they were wise enough to send me a part solution to this game. I would have worked it out myself, but I've got a bone in my leg!

While still on the boat, Operate Bracelet. Once you reach the sea-bottom, Operate Ropes. Once you are free, swim to the girl and Operate Girl. Yeah, really hard - I can quite understand why you didn't manage to work it out. (Ahem!)

Pinch Yourself with Manhunter

Having got into 'Bat Vomits' apartment and looked at the picture I thought that it must be the solution to the 'Pinches of Tobacco' problem, yet I can't figure it out.

Please help me before I die of lung cancer.

D. Duff, Lancs

Duff by name and Duff by nature I suspect. Well you'll be pleased to know that, although you ain't often right - you're wrong again! The 'Pinches of Tobacco' problem is solved by taking the cloth from your own apartment and rubbing the Statue of Heaven in the Chinese Temple.

You will be given the clue:- 'F' oar 'P' and a Ruler.

A ruler is made of inches. So the clue becomes, F OAR P Inches. or Four Plinches.

Larry III, Dying For A Diet In Fat City

Sorry to bother you Warty One when I know you have a busy schedule, but I am having problems with Leisure Suit Larry III. I have managed to join the Fat City Health Club, but I can't work out the combination to my locker. What are the three numbers?

Mathew Small, Swindon

What do you want to join the Health Club for?

what's wrong with being fat? In my opinion, the human who invented diets should be dragged out into the street and shot!

If you turn over card you will find that on the back of the club card is your locker number, plus the names of 3 local businesses. Look in the Nontoony Magazine to find the pages which feature these businesses. The page numbers are the locker's combination.

Simply make each page number into a 3 figure number by putting zeroes in front of it. For example, page 16 becomes number 016. This wonderful piece of advice comes to you courtesy of Kevin Smith of High Wycombe in Bucks. Kevin completed this game in one week and then spent an age typing up the solution for me. By displaying this piece of selfless devotion to an poor old troll, I award him this month's winner of the Troll's lucky dip and I will be instructing 'Boy Blunder' to send him something nasty in a plain brown package.

Dungeon Master Spell Experiments

I have a problem with Dungeon Master which I have just managed to get hold of. The problem is that I am having trouble discovering spells. I have discovered some, but it seems to me that there should be more spells than this. Also three of the spells I have discovered have no apparent effect. I have also discovered some priest spells. Could you also help me in telling me how to cross a pit with no apparent way of closing it?

Stephen Earl, Hardwick

What do you mean you have 'discovered' some spells? You are supposed to find the spell scrolls while travelling through the Dungeon. The deeper you go, the more important spells you will find. You do have the manual which explains the symbols I presume? Or do you mean you are just fiddling with the spell commands and trying to work out what they do?

Some 'Dungeoneers' believe that it is acceptable to uncover the spells early by experimentation, but I don't accept that argument. If God had wanted you to hurl fireballs, he would have told you how to. The strength of the monsters on each level has been gauged to match up the knowledge which has been revealed at that point, advance knowledge could give you an unfair advantage and spoil the game.

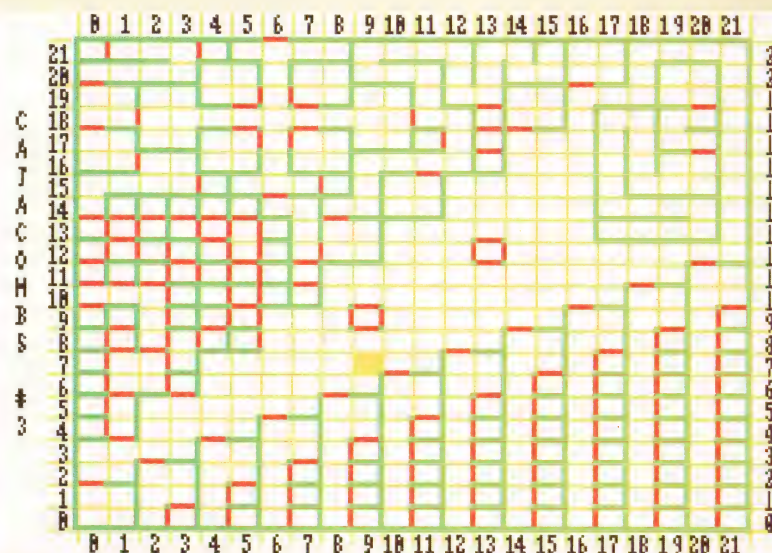
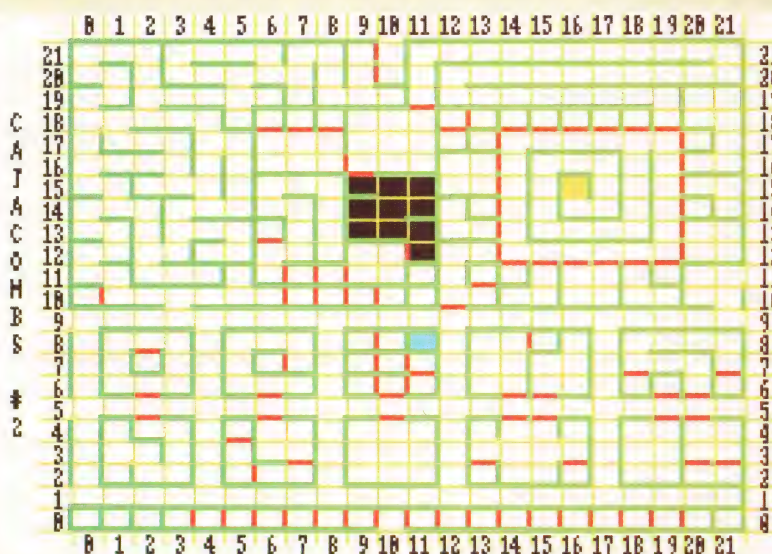
There is no way of crossing a pit without closing it. I suggest you look around, there is always a method of closing all the pits that need closing.

Crash Garrett – A French Stinker Uncovered

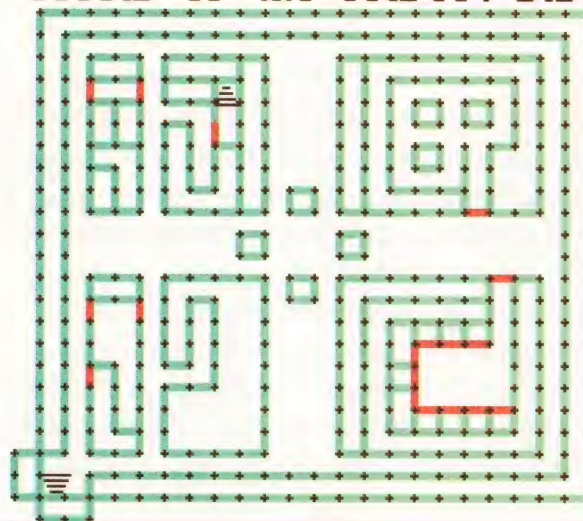
This time I am really stuck. I know Crash Garrett has a lousy parser, but now that I have come so far, the frustration is even bigger because you never ever give a hint with this game.

I have found the rope in the hanger, flown to Hollywood and then gone to Sharkey's. I have killed the man and found the safe behind the picture - but where is the combination to open the safe?

Intrepid adventurers often lose their way. Thanks to the Troll and chums, help's on hand



Cellar of the Scarlet Bard



Level 1

≡ Down

≡ Up

CLYDE II

In a second attempt at the game I went to Porterville and got electrified when climbing a fence. I had a vision of an indian who I talked to, then I climbed the fence using a pole, rope and grapnel. Once I succeeded in getting into a well, but since then I have tried a hundred times and it doesn't work. Was this a one time bug?

Peter Moorman, Holland

The reason I never give hints for this game is because it stinks! There are two completely different ways of solving this adventure - both of which are extremely odd. The code you are looking for is in the glove compartment of the plane, which is in the hanger where you found the rope. You must climb into the plane, and read the note. Don't take it away or the gang will realise you have it and change the combination. After killing the bad guy at Sharkey's use the command Examine It. You will find an ear ring which is picked up with Take it. (Bloody brilliant!)

In the second solution featuring the Indian (and Hitler!!), you must ask for help after you awake. Go SE, NE and then North to find a hole. Take the shovel and then wait until Wilbur turns up. Punch Wilbur and then go down.

Don't ask me anymore about this game - my stomach can't stand it.

Indiana Jones's Breath Problem Cleared Up

The last time I wrote to you, you sent me a nasty, insulting reply and didn't send a single solution. This time you had better come up with the goods or I'll come down there and tear off one of your ugly heads. The other one, I'll insert so far up your behind you'll look like a contortionist's nightmare!

Now listen, you great oaf. The Indy Adventure, the first trial in the temple, how do I get past the great swinging blade? Compende? Or is that too much for you?

I hope you've got that Trollplop, and you had better come across, because if you don't the Tartan Terrors will be coming to drain your moat and fill it with porridge while you're in it.

McDuff, Glasgow

So this is what it all comes down to. After years of adventuring, protecting Mitch's back, solving the hardest riddles and build-

ing up a compendium of knowledge which would make the Great Library at Alexandria look like the back pages of the Sunday Sport, I now have to suffer the insults of the ignorant Jockanese. 'See how the mighty have fallen.'

Proceed to the North and face your first test. Refer to the Grail Diary which came with your game. Page 56 shows a picture of some rocks, a mechanism and a 'X'. The 'X' marks the spot in the graphic which you must walk to. Your character will automatically kneel when he reaches this spot on the screen. Now wait and you have passed your first test - the Breath of God.

One day I'm coming North with a whole gang of trolls, and then you Haggis Bashers will cop it.

Ride A Snake To Victory in Kings Quest II

With the help of past tips from Dungeons and Disk Drives I have succeeded in getting across the poisoned lake in Kings Quest II. Trouble is, I am now unable to escape being killed by the poison thorns. I can't use the sword to chop them down so please help.

Also, what use is the bouquet of flowers which Red Riding Hood gives to you in return for the basket of goodies?

Keep up the good work, Dungeons and Disk Drives is outstanding.

Graham Burge, Portsmouth

The problem of the brambles is solved by eating the magic sugar cube. What do you mean, you don't have the cube? Remember the snake you met? Well if you had put the bridle on it, it would have changed into a horse, (yes it seemed a bit unlikely to me as well!) Talk to the horse and it will return your good deed by giving you a cube of sugar. You can give the bunch of flowers to the mermaid instead of parting with the bracelet which is to be found on the beach. Knowing how mean humans are with their treasure I suspect that you will find that tip very useful.

Spirit Exorcism in Dungeon Master's Depths

Thy recent issue of ST Action surely pleased mine soul unto its zenith, although my soul it still troubleth me. I am plagued with the spirit of the undead (or something closeth to that)

on Dungeon Master's Level 4. Thy scroll did revealeth that this spirit may be banished by means of a Spirit Bolt spell. Solveth mine problem and telleth me the spell combination. If thou solveth this, ye surely will be covered in gold from horns to bunions and honoured unto thy death.

If however the problem remaineth then thou will surely be cast into the netherworld where ye shall live with only a ZX81 with 1K RAM expansion and bugger-all storage device! And lo, thine ears will be filled with the music of 'Sonia' unto all eternity.

Ben Whitehouse, Cornwall.

I do love letters from Jason Donovan fans. I don't know why Dungeoneers write to ask for spell combinations, they are there in the Dungeon to be found if you look for them. In this case it's 'DES EW'. What is more interesting is to find out what else affects these monsters. In the case of this undead spirit there is a special sword which cuts slices from it. As you won't have found it yet, (it's at a lower level) I won't tell you the name, but keep a look out for a black, bladed sword. You may also find that some noises drive it away so, give it a toot or a shout.

Jinxster's Dark Secret

Being stuck with the Magnetic Scrolls text adventure Jinxter. I have decided to ask help from an expert - you! I am in the dungeon, in the castle and the hints supplied with the game tell me to burn the rope, after I have tied it to the manacles (to open the hatch). There is one tiny, little problem - I have used up all my matches. I used one for the plastic key, one in the Cheese Cellar and one at the Mound of Dirt.

Marcel Lammerse, Holland

It's obviously time you learned how to conserve energy. Which reminds me. After Mitch paid a visit to Holland he attempted to save energy by placing a small windmill outside the Dungeon. A stupid idea in my opinion, I don't know where he thinks he is going to find any wind around here.

Instead of wasting matches to see in the dark, go and search the south end of Xam's garden. Under the Holly bushes you will the answer to your problem. How do I know that? A little bird told me.

And finally...

Don't forget, as well as your pleas for help, we like to hear from you on all subjects of Adventuring and RPG. Write, enclosing a S.A.E. to :-

**His Wartyness, The Troll.
C/O The Dungeon,
29 Blackthorn Drive,
Larkfield, Maidstone.
Kent. ME20 6NR.**

CALLING ALL MAP MAKERS!

You are probably wondering where all the lovely screenshots have gone to. Well, Mitch, his Wartyness and the gang have decided that it's all very well having pretty pictures on your wall, but apart from looking twee they aren't really any use. What's called for are maps, and lots of them, too.

Yep, the Troll and his buddies invite all you would-be cartographers to send in your finest scribblings. He'll then eat any he doesn't like and wallpaper the rest to the sides of the dungeon. Naturally, any we deem worthy, will win their owners a prize.

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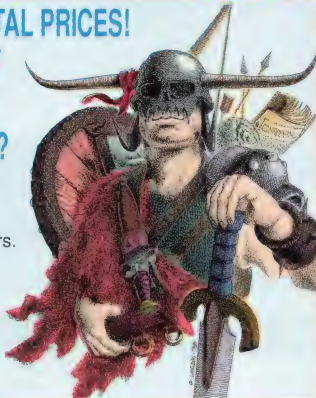
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ST31

ST ACTION READER SURVEY

It's reader survey time again! This is your chance to let us know more about you and how you want your fave mag to look in the future. This information really is useful to the editorial team to analyse your interests and views so please take the time to fill in the questions below. As an incentive, the first 10 entries pulled from the proverbial hat will win the game of their choice! Send your entries to: ST Action (Reader Survey), Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

1. How old are you?

2. How many games do you buy a year?

3. On average, how much do you spend a month on software?

4. Where do you buy most of your software?

- A) Mail Order, via magazine adverts ☐
- B) Specialist Computer Shop ☐
- C) Major High Street Chain Store ☐
- D) Other, please specify ☐

5. Which model of Atari ST do you own?

- A) 520ST/FM ☐
- B) 1040ST/FM ☐
- C) STE ☐

6. Which Peripherals do you own?

- A) Colour TV ☐
- B) Dedicated Monitor ☐
- C) Hard Disk Drive ☐
- D) Modem ☐
- E) Graphics Enhancement (Genlock, for instance.) ☐
- F) Printer ☐
- G) Second Disk Drive ☐
- H) RAM Expansion ☐

7. What hardware are you planning on buying next?

.....
.....

8. How many of the last twelve issues of ST Action have you bought?

9. How did you find out about ST Action?

- A) From a friend ☐
- B) From the magazine in the box of my ST ☐
- C) From a computer show ☐

10. By which of the following methods do you obtain your monthly copy of ST Action?

- A) Subscribe ☐
- B) Reserved or delivered by newsagent ☐
- C) Pick it up when I see one ☐

11. On average, how many other people read your copy of ST Action?

12. What is your opinion of the following articles in ST Action?

	Great	Average	Poor
A) Game Reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
B) Competitions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
C) Dungeons and Disk drives ...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
D) Giving The Game Away	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
E) News	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F) Disk Special	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
G) Game Maps	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
H) The cover disk itself	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I) Letters Desk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
J) Interview reviews	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
(e.g this months Torvak review).			

13. Which of the following would you like to see covered in ST Action, choose two?

- A) More 'work in progress' articles ☐
- B) Hardware reviews ☐
- C) An RPG section..... ☐
- D) A dedicated wargamer section ☐
- E) Articles on Graphics ☐
- F) Articles on Sound..... ☐
- G) A dairy of how a game is created..... ☐
- H) Other (please specify) ☐

14. Please summarise your thoughts about ST Action and what improvements you would like to see in the future

.....

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.....

15. Which of the following mags do you buy, and how often?

	Every Issue	Some Issues	I Never Buy It
A) ACE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
B) Atari ST User	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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D) ST Action	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
E) Computer And Video Games ...	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F) New Computer Express	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
G) STampede	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
H) The Games Machine/Raze	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
I) The One.....	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
J) Zero	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

16. Please summarise the thing you most like about ST Action

.....

.....

.....

.....

17. Do you own a double sided disk drive?

- A) Yes ☐
- B) No ☐

18. Are you thinking of upgrading to an STE?

- A) Yes ☐
- B) No ☐

19. What type of games do you enjoy playing?

- A) Platform games ☐
- B) Shoot'em-ups ☐
- C) Driving games ☐
- D) Flight Simulators ☐
- E) Adventures ☐
- F) Role playing games..... ☐
- G) Puzzle games ☐
- H) War games ☐
- I) Sports simulations ☐
- J) Beat'em ups ☐
- K) Arcade adventures ☐

20. Which machine did you upgrade from?

- A) Sinclair Spectrum ☐
- B) Commodore 64..... ☐
- C) Amstrad CPC..... ☐
- D) MSX ☐
- E) Commodore Amiga ☐
- F) PC Compatible ☐
- G) BBC Micro / Acorn Electron..... ☐
- H) Oric Atmos..... ☐
- I) I did not own a machine before the ST..... ☐

21. What is your occupation?

.....

22. Would you like ST Action to have a mail order section from which you could buy games?

- A) Yes ☐
- B) No ☐

23. What applications do you use your ST for?

- A) Wordprocessing ☐
- B) Graphics..... ☐
- C) Music ☐
- D) Small business ☐
- E) Programming..... ☐

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If I win, the game I would like is:

.....



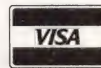
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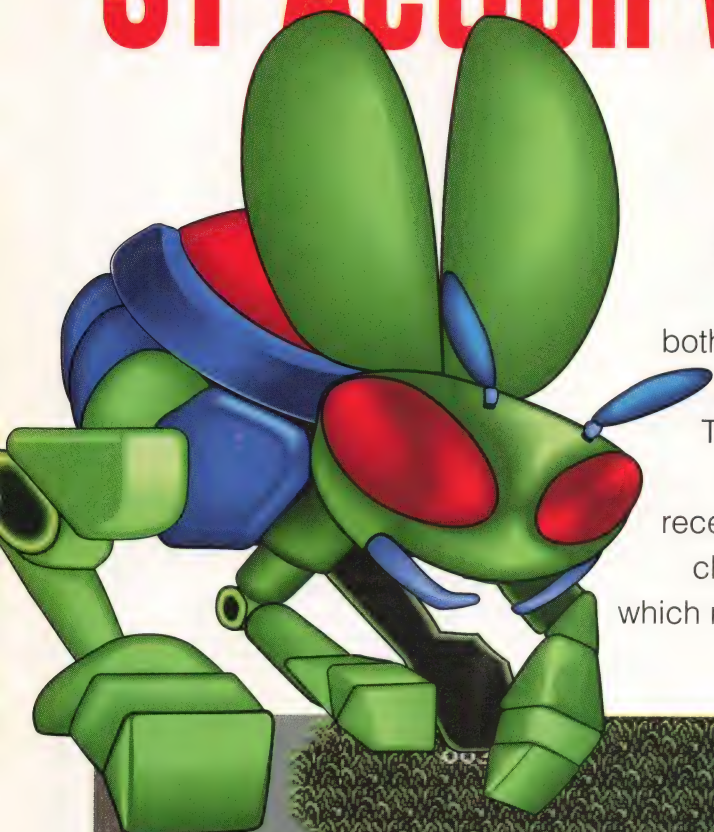
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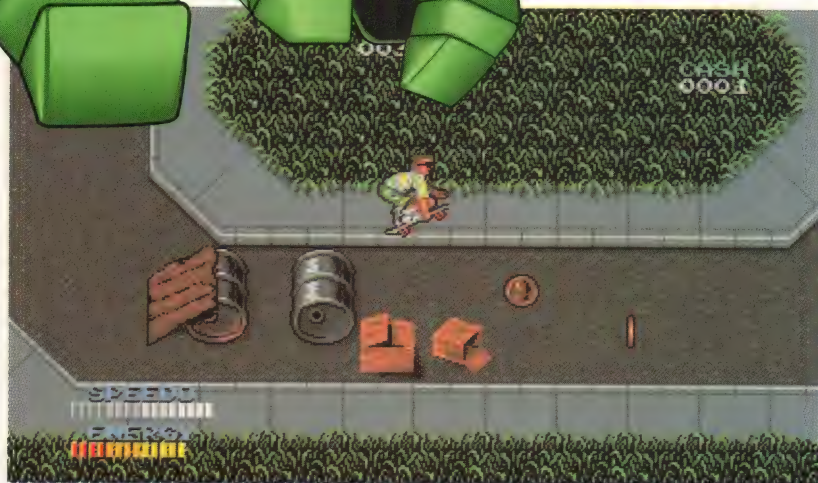
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As the old saying goes, "a problem shared is a problem halved". If you've got any old moans, parcel them up and send them in to: Write On!, ST Action, Europa House, Adlington Park, Macclesfield, Cheshire. SK10 4NP.

RASCALLY RODENT

I am writing to you for help. I have recently purchased Ocean's Operation Thunderbolt so that my mate and I could blast the enemy together. However, when we pressed F2 and started playing, my mate said that he couldn't get the cursor to move properly. We've tried everything to get the mouse to move but it doesn't work. What's your advice?

My second point concerns mail order companies; are they worth the money? I have only ever used one mail order company, the Special Reserve and they have been really good. First, their prices are better than pirates' (Xenon II for only £7!), and second, I've only ever had two incidents to return software to them and they've replaced the items by return of post. I'd therefore recommend this company to anyone.

Daniel Seed, Wetherby, West Yorkshire.

Have you tried playing Operation Thunderbolt with the mouse and a joystick. The computer is looking for signals from a joystick and you are sending it instructions from a mouse - no wonder it's confused!

As for mail order companies, we agree that Special Reserve provide an excellent service. However, we do receive complaints relating to other mail order firms. Our advice is not to order games until you know they've been released. If you're unsure about the availability of a game then check with the software house first.

ARE THEY STILL TRADING?

I am writing to ask you if Tynesoft, the makers of both Summer and Winter Olympiad, are still in business. My copy of Summer Olympiad no longer loads and I was wondering if I could get a replacement? The mag's great and I love the new-look - keep up the good work!

Arran Beadle, Chadwell, Essex.

Unfortunately, Tynesoft have ceased trading so I'm afraid you're unlikely to get a free replacement for your game. However, seeing how the game is rather old, you should be able to pick it up quite cheaply from a mail order firm. If, meanwhile, there are any fans of Horrorsoft reading this, may I take this opportunity to inform them that Accolade have signed up Mike Woodruff and the boys. Expect to see Elvira soon.

AFTERSALES SERVICE

I wish to tell you of an experience I had with a well-known software house. My copy of RVF Honda crashed after about three months. I contacted the

software house to ask if I could return the disk and obtain a replacement. I was informed to return the defective disks and the packaging as proof of purchase. Several days later a replacement game was returned in a flimsy reinforced envelope. As you can guess, the packaging was crushed and bashed, a fact that did not please me as the box I had sent my game in could have been reused.

I am not too fussy about having immaculate packaging as the program is the important thing. What I did find disappointing was that the software house gave no real care on returning the game. Come on software houses, I know it's time and money, but when a game costs some twenty pounds, surely the after sales service will bring the customer back time and time again.

To add insult to injury, the returned disk was faulty and a further replacement had to be sent.

Tony Walsh, Leighton Buzzard, Bedfordshire.

We agree that a good customer service department is essential. It does seem unfortunate that you had to return both disks and packaging. Some companies, Infocom for instance, include a proof of purchase tag on their packaging. Should the need to return a game arise, you can then send off a small tag and not the whole package. If other software houses were to adopt this procedure then surely their costs would be cut dramatically.

GREAT MAG

I would like to congratulate the whole team on an excellent issue. I always look forward to my monthly helping of ST Action and I must say that September's Battle of Britain issue was great. However, the cryptic message found on page 59 of said issue left me wondering as to what October's issue would hold in store. Issue 30 left me speechless, the new-look, wow! I've always found your reviews informative but now with even more screen shots they're just out of this world. I used to think that the idea of having three opinions was an excellent one, however, now you actually get a whole bunch of ST owners and ask them their opinions. Just how do you do it?

Paul Broughton, Eastbourne, Kent.

Ah, well, it was nothing really. We'd decided that ST Action was looking a little dated and that we really could show off the games in a totally different light. However, as we began to explore different ways of displaying the reviews the ideas snowballed until we came up with the format you first saw in issue 30. The Punter-Power™ idea was dreamed up by our lord and master, Hugh Gollner. He decided that ST Action should have a totally

unbiased scoring system and that the only way to achieve such a goal was to get impartial ST owners to give us their views on the games. So you see, together with our knowledge and all the technical wizardry at our disposal, we can bring you the most comprehensive ST games magazine ever!

BACK ISSUES?

First, let me say what a superb magazine you produce. My favourite sections are Giving The Game Away and Dungeons And Disk Drives, please don't change these. However, my main question is whether I can get hold of any back issues?

Brian Palmer, Nottingham.

Back issues are available in limited numbers. However, if you need the very early editions I'm afraid you'll have to look elsewhere as we've sold out. However, try calling Database Direct on 051 357 2813 and they'll tell you just what is available.

PERIPHERAL PUZZLER

I'm relatively new to this computing lark. I mean, my son used to own a Commodore 64 and I used to watch him mess around with that, but now he's upped and left home. Seeing how I'm getting on a bit, I thought I'd find myself a new hobby to keep myself busy.

Although it's like something out of Star Wars, I'm slowly beginning to get to grips with my ST. I use the machine to keep tabs on my accounts and to play the odd game or two. Now, however, with Christmas nearly upon us, I've decided to treat myself to some sort of extra. Just what should I choose? A hard disk, printer, modem or a colour monitor?

Thomas Johnstone, Leeds, Yorkshire.

I guess buying all four pieces of kit is out of the question. Ah well, may I suggest that you don't invest in a modem just yet - it'll only cripple your bank balance. Modems do sound very nice and it is a piece of hardware, I think most people would like to own, but there are far more important things and it is these, such as a monitor and printer that you will find far more useful when using your ST. A printer could be useful if you want to have hard copies of your accounts or produce letters. With a colour monitor you'll be able to see things far more clearly, both in games and with your accounts program. Finally, a hard disk will allow you to store masses of data and retrieve it at a very high speed. May I suggest you opt for either the printer or the monitor first and go for the modem after these two items.

Write On!

THE 1990 ATARI ST PRODUCT GUIDE

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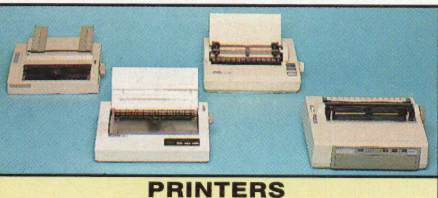
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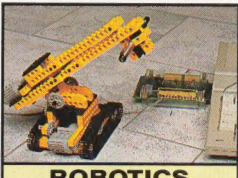
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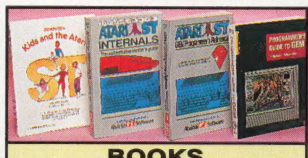
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Publisher: Hugh Gollner
Editor: Nick Clarkson
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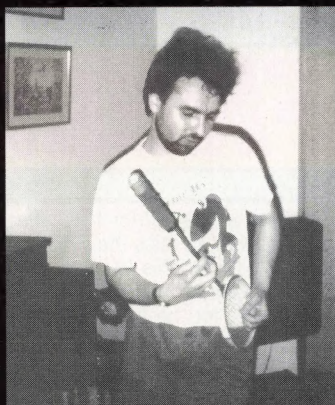
Subscriptions enquiries:
Database Direct Tel (051) 357 2813

Repographics: Match Point
Printed by: Cradley Print

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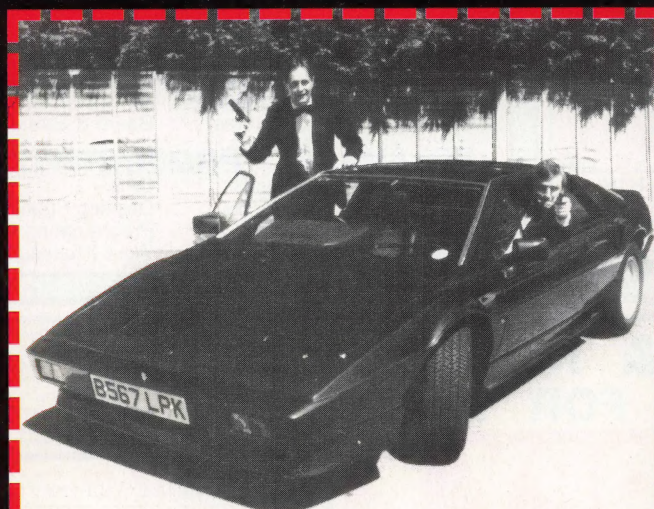


Our electronic art consultant, Ian K. Tindale, also likes to write and perform his own music. Left-handed Ian does (or did) own a rather smart electric guitar. However, one night at an impromptu gig, our bearded axeman was just about to launch into the last few bars of Guns 'n' Roses' Sweet Child o' mine when his guitar mysteriously turned into a squash racket! Mr. Tindale is now concentrating all his musical efforts on his synthesizer.



Here at ST Action we take our games very seriously. In fact, we've recently redesigned the office so we've got even more room. The one sad side effect of this move around is that Amiga Action have had to find a new office. Due to limited space, the only two options open to them were either the downstairs toilet or the cleaners' cupboard. The boys decided on the latter and we thought you might like to see them in their new home.

Last month we featured Domark's excellent demo of the Spy Who Loved Me. You may remember seeing a photo of the games programming team assembled next to this Lotus Esprit. This time Domonic and Mark, the Directors of the Domark are posing next to the car - don't they look smart! Now, at considerable expense to myself, I'm going to offer a copy of the game to the three funniest captions you can come up with. Send your entries to: Crazy Caption Competition, ST Action, Europa House, Adlington, Macclesfield, Cheshire. SK10 4NP.



I think the caption should be:

Name

Address

NEXT MONTH...

Needless to say, next month's ST Action will be even more packed with news, interviews and, of course, reviews. Below are just a few of the Twenty or so games due for the Punter-Power™ treatment:

Fighter Bomber Advanced Mission Disk - Activision

After the highly successful Bomber, comes the mission disk which includes sixteen new and more deadly missions and tougher enemy. The mission disk includes submarines, radar towers, parked jets and windmills.



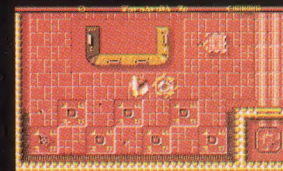
The Final Battle - Mirrorsoft

Your task is to escape from the cell in which you imprisoned, rescue your party members and then pursue Suzar in order to retrieve the sword and shield. Expect a full review in next month's ST Action.



Chuck Yeager's Advanced Flight Trainer - Electronic Arts

What with the Fighter Bomber Mission Disk, flight sim fans are in for a real treat next month. We, at last, see the appearance of Chuck Yeager's Flight Trainer, in which Chuck takes you up and about in a true flying experience.



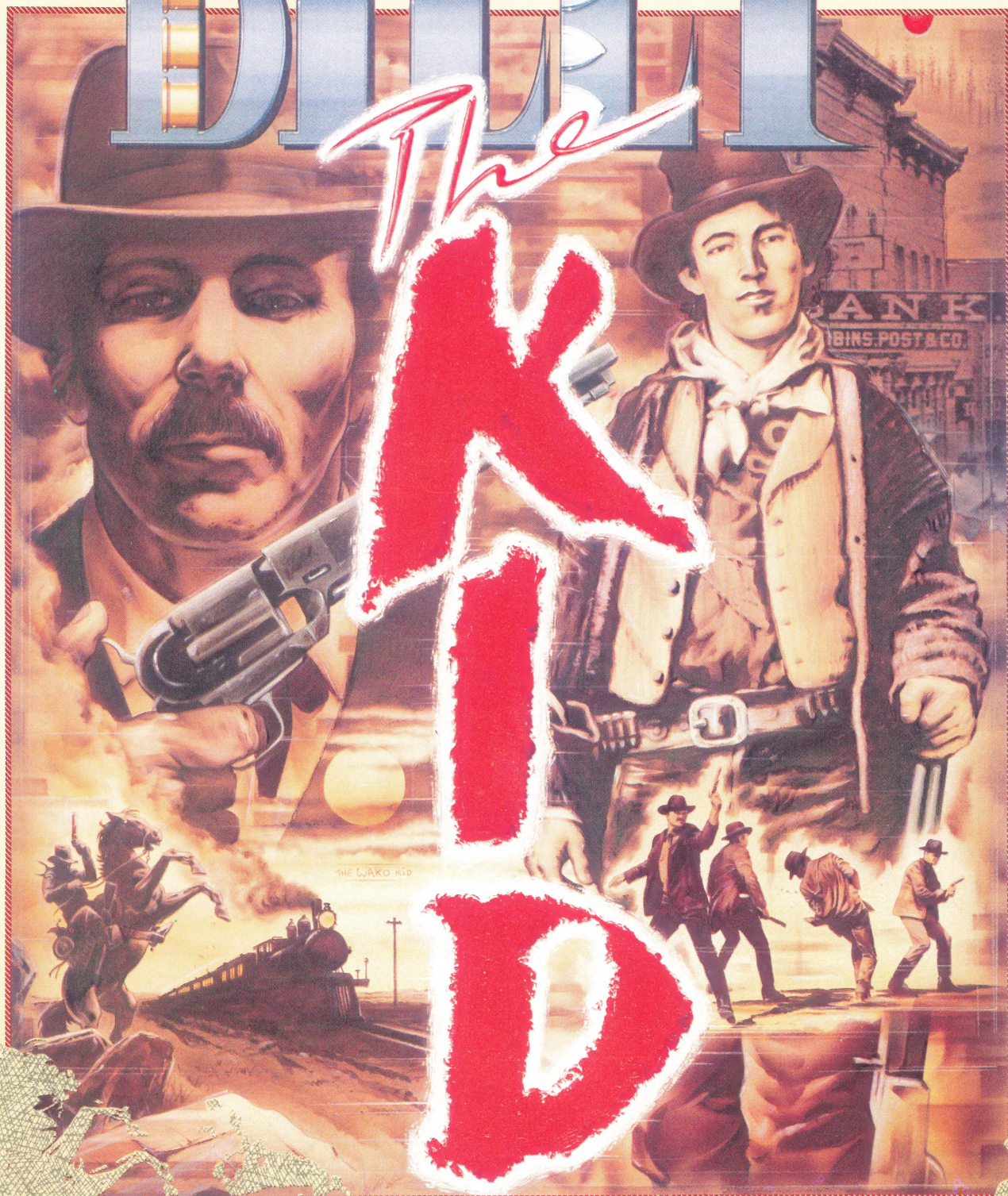
Paradroid 90 - Hewson

At last, after months of anticipated waiting, Andrew Braybrook's Paradroid 90 has finally arrived. Not only does Paradroid 90 require a fair amount of blasting; there is also an essential need for forethought and planning. Will the wait have been worth it?

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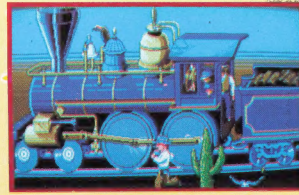
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